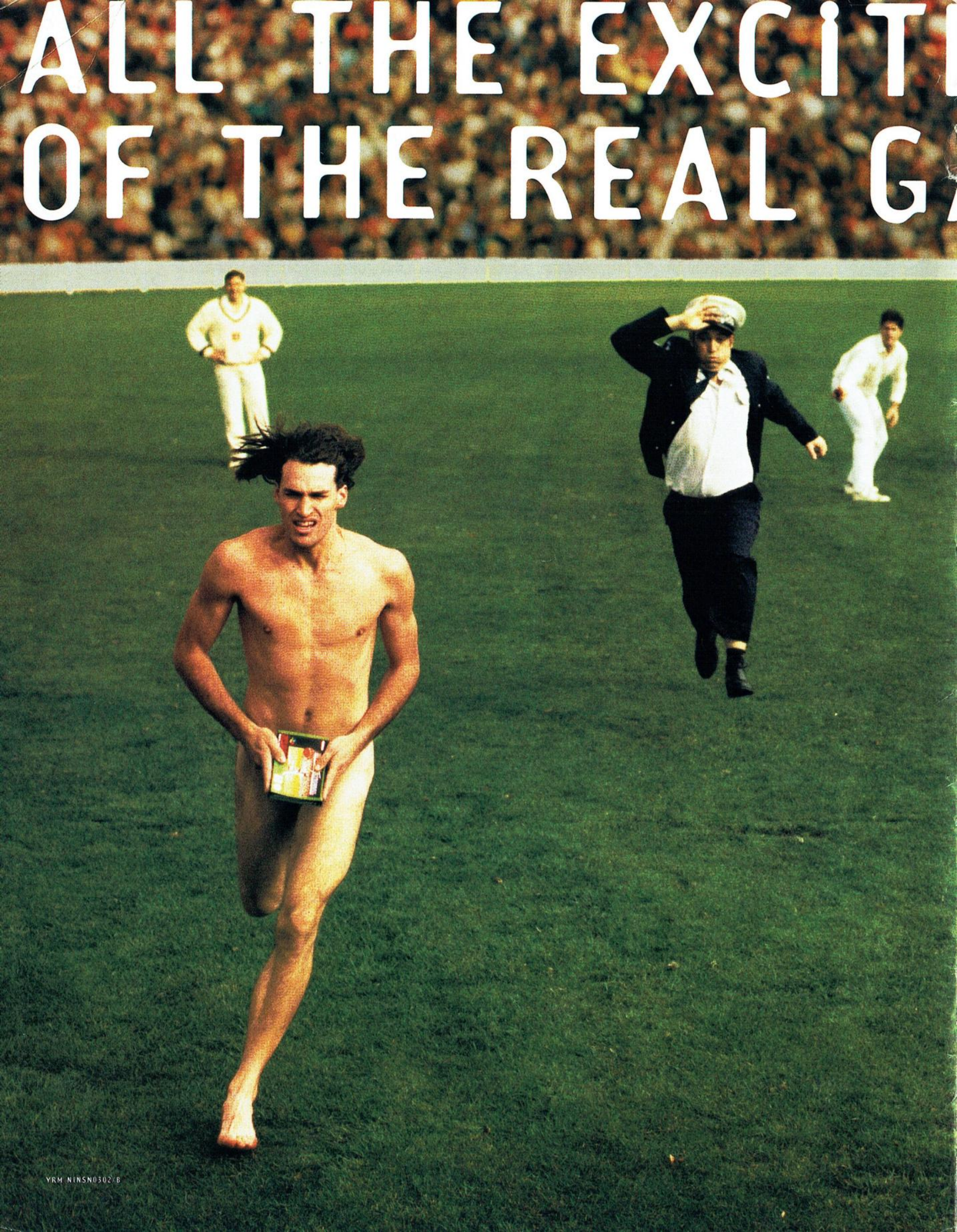
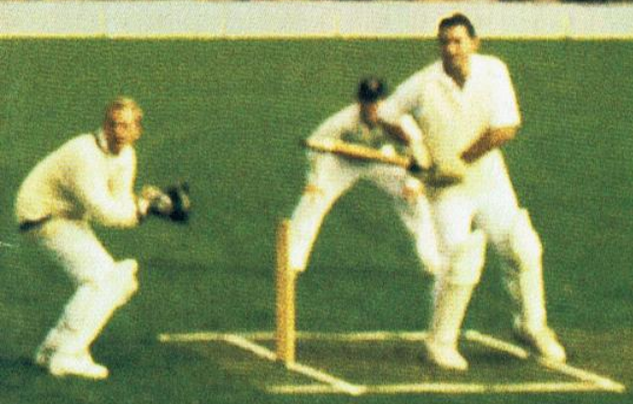
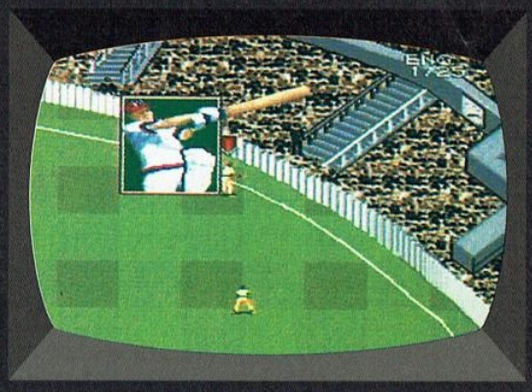
WARNING: THIS MAGAZINE COULD FRY YOUR BRAIN!
Nintendo®
MAGAZINE SYSTEM
ISSUE #29
AUGUST '95
DONKEY KONG LAND
ULTRA 64 - Phwarr! Full Colour Pics!
Earthworm Jim • Judge Dredd • Justice League
Task Force • Bubsy 2 plus Acclaim Special •
Syndicate Guide • Illusion Of Time Guide
29
9 315076 000009
$4.95 (NZ$6.95 incl. GST)
PRINT POST APPROVED PP255003/00941

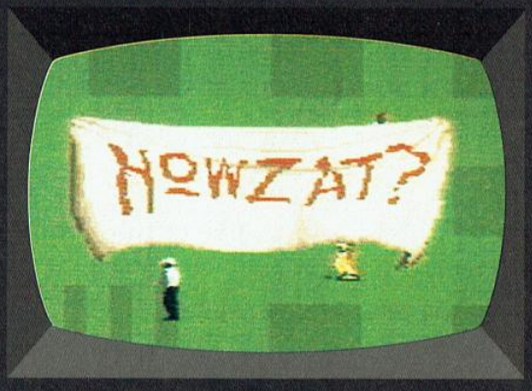

ALL THE EXCIT
OF THE REAL G
YRM NINSN0302/B

EMENT AME...



Almost. There's eight super-real international teams (complete with reggae band). Deep square leg, fly slip, leg gully and silly mid-ons. Stump Cam for close-up action. One day, World Series or an epic Test Match. Just pad up and start wielding that willow. New Super International Cricket for Super Nintendo has all the cricket action bar the streaker. You can hook, drive, cut, slice, dice and julienne. Solo or against your fiercest friend. Don't pull a hammy though, it's your turn next to field. If there's life in the wicket, send in your fastest bowler. If there's turn in the wicket, adjust your set. A dead wicket ? Pray for rain. Be warned though, the game is so real, you can play for five days and no one wins. Great.





SUPER INTERNATIONAL CRICKET

ONLY ON Nintendo®

GET THE LOW DOWN ON IT ALL

NINTENDO HOTLINE 1902 24 1001

ITM CALL RATE 75c PER MINUTE

CONTENTS

AUGUST '95
Issue 29

COVER STORY
Donkey, Diddy and the rest of the gang are back, this time in a rather spiffy Super Game Boy Enhanced title, Donkey Kong Land. So, how does it shape up after DKC? Read on from page 18 and find out.

SUPER NES REVIEWS

24 ... JUDGE DREDD
34 ... JUSTICE LEAGUE TASK FORCE

GAME BOY REVIEWS

18 ... DONKEY KONG LAND
28 ... EARTHWORM JIM
32 ... PAC IN TIME
36 ... JUDGE DREDD
40 ... BUBSY 2

ADVANCE SCREENINGS

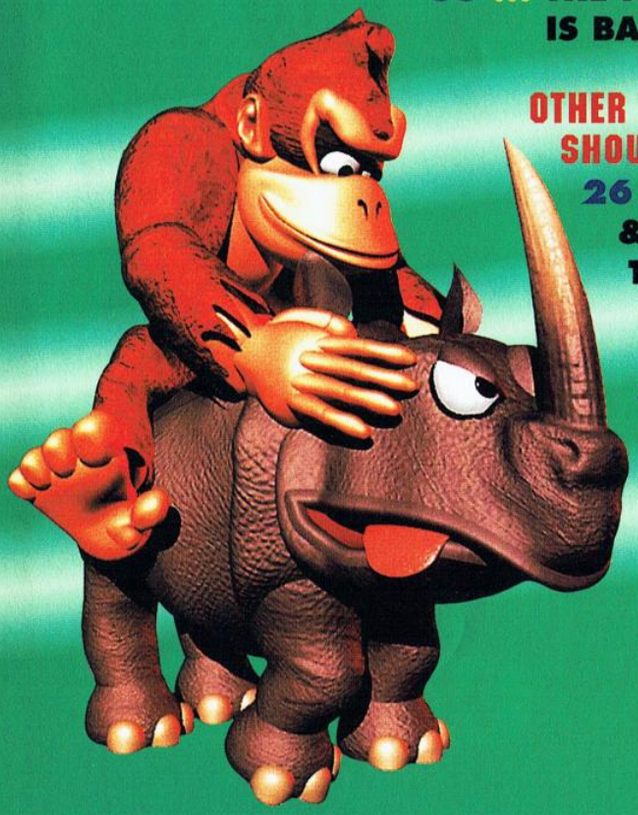
12 ... DIRT TRAX
14 ... EARTHWORM JIM 2
16 ... BUBSY 2

DEPARTMENTS

5 ... THE FRONT PAGE
6 ... NINTENDO NEWS NETWORK
44 ... MAILBAG
46 ... Q&A
50 ... TIPS & TACTICS
66 ... THE NEXT ISSUE PAGE IS BACK!

OTHER ESSENTIAL BITS YOU SHOULDN'T MISS

26 ... NBA VIDEOS & NBA JAM TOURNAMENT EDITION GAMES TO WIN!
30 ... WIN SUPER INTERNATIONAL CRICKET AND A SUPER NES!
38 ... SPECIAL EXCLUSIVE LOOK AT ACCLAIM
42 ... AMOS' ANIME
54 ... ILLUSION OF TIME PLAYER'S GUIDE
60 ... SYNDICATE PLAYER'S GUIDE



NINTENDO PEOPLE SYSTEM

TOP PERSON
Michael 'Mmmmm, Rabbit Food' Mohi

THE ONE TRUE GOD
Rod 'Earth Pig Born' de Martin
(As a special treat for Rodney, because he's leaving at the end of this month, I've allowed him to write his own name in the imprint. As you can see, delusions of grandeur is one of his main problems, so it is probably fitting that he leaves us for a little holiday in one of this country's better known psychiatric institutions.)

MEGALOMANIAC
Mary 'Have I Mentioned That I'm A Legend Recently?' Gillespie

THE TRIATHALON'S NEXT
Andrew 'Phwarr, Lycra Shorts' Iredale

KEEPER OF THE LEGEND
Skull

THE LADS & LADETTES
Jane Wilde, Paul Davies, Nick Smith, Amos Wong, Andy 'Proud Papa' McVittie, Ben Smith, Michael Mundy, Blake 7, Paul Bufton

MORE LADS
Kuen 'I'm Leaving On A Jet Plane' Kam
Gary 'You Mean I Have To Do All Of NMS By Myself!?!' Fletcher
Gary Harrod

EVEN MORE LADS
Geoff Shaw, Derek The Drop-Bear

ADVERTISING
Karen 'Silicon Conk Sumo Baby' Mohi
(02) 283 5809

GYM JUNKIE
Kerry 'Debtor Wrangler' Wyatt

SAY HELLO TO GABBY BOYS & GIRLS
Gabby 'I Want To Be A Gladiator When I Grow Up' Clarke

FILM SEPARATIONS
Scanforce

PRINTER
Hannanprint

DISTRIBUTION
Newsagent's Direct Distribution

Nintendo Magazine System is published by Trielle Corporation, 363A Pitt Street, Sydney, NSW 2000, Australia. ACN 003 550 392. Ph: (02) 283 5809. Fax: (02) 283 5194. Postal address: PO Box A305, Sydney South, NSW 2000.

Subscriptions to this brilliant mag are available for $54.45 for 12 issues ($US60 for New Zealand readers). Send your cheque or money order made out to Nintendo Magazine System to: NMS Subscriptions, NDD, PO Box 199, Alexandria NSW 2015; or call (02) 353 0751 and order by credit card. Allow four weeks for delivery.

Nintendo Co., Ltd. are the owners of the copyright in certain of the characters, artwork, logos, scripts, trademarks and representations used in this publication. These are used by Trielle under licence.

© 1995 Nintendo Co., Ltd. All rights reserved.

NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER NINTENDO ENTERTAINMENT SYSTEM, SUPER NES and SUPER NES SUPER SCOPE are trademarks of Nintendo Co., Ltd

the LIGHT at the END of the TUNNEL?

Some people might think that all I do is grumble about various shortcomings of the wacky world of gaming on this page but, occasionally, I have good news to report. As you will have noticed on the rather fabulous contents page opposite that there's plenty of good news to report for all those people who write in all the time complaining about the lack of Game Boy reviews.

The other good news, well from this well-rounded person's perspective anyway, is that, after months and months of dire game releases, there actually appears to be a glimmer of hope on the horizon. Sure, the Ultra 64's been delayed, we now won't see it till April next year, but there appears to be plenty of life in the old Super NES yet.

With games like Killer Instinct, Earthworm Jim 2, Starwing 2, Donkey Kong Country 2 - Diddy Kong's Quest and more slated for release before the end of the year, it appears that there's actually something to look forward to in the world of Nintendo. Even this issue is looking a bit perky around the gills with previews of Dirt Trax and Earthworm Jim 2, and, of course, on page 38 there's a rather spiffing feature on what those wacky lads at Acclaim are up to.

Although I'm still rather dubious about the Virtual Boy, the Ultra 64 (despite the delay), is shaping up to be the console to own in 96, with games like Doom, Super Mario Kart 2 and more in development, it's almost enough to make me drool in anticipation. (Phwarr, have you seen the curves on that rather sexy console? Or that list of games in development and the developers?)

PERSONNEL CHANGES DEPARTMENT.
Close inspection of the imprint (that's the side panel on this page that tells you absolutely nothing about who does what on this magazine), will lead you to believe that young Rodney de Martin is leaving Trielle to see just what the slings and arrows of outrageous fortune can chuck at him in the big, bad world. And, as a special farewell gesture we have allowed him to write his own name in the imprint. This is about all he gets, if he's expecting a leaving present he's sorely mistaken... However, this has also put Mary in a very difficult position. Who is she going to torment during business hours, and who the hell is going to get her lunch every day? Stay tuned, as they say, for more details.

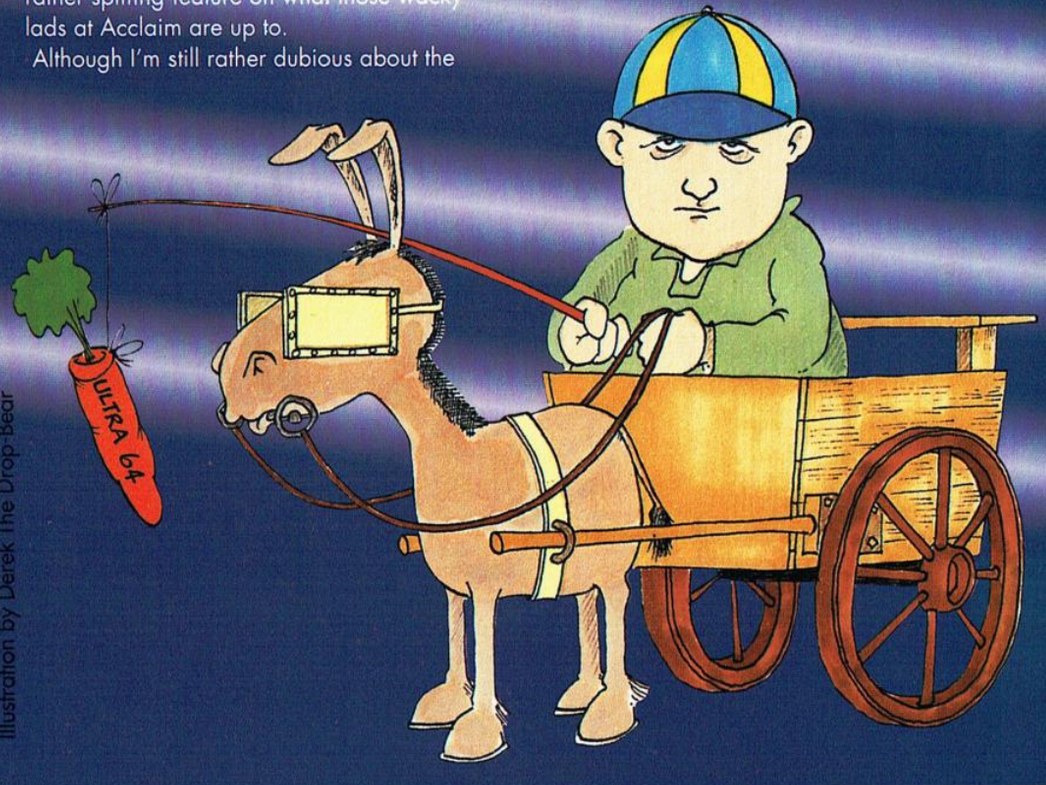


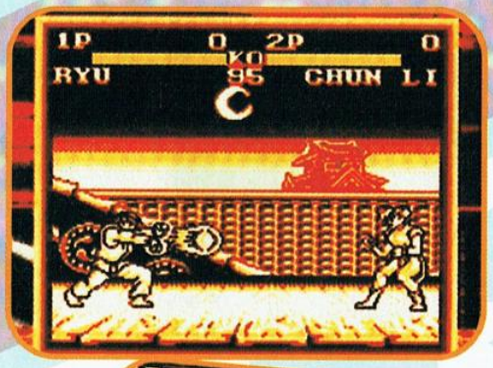
Illustration by Derek The Drop-Bear

NINTENDO NEWS NETWORK

DROOL ON THIS!!!

Here's the first colour picture of the Nintendo Ultra 64 and doesn't it look great! Much better than that cheap and nasty looking Saturn and far more stylish than Sony's odd box. But where's the joypads? Nintendo has been keeping their design a secret because they apparently reveal too much about the gameplay opportunities offered by the NU64 hardware. Oops! I've said far too much already, good bye!

Street Fighter II Hits The Game Boy



Yes! The long awaited miniaturisation of Capcom's classic beat 'em up is at last complete and the final result looks splendid! This is a conversion of the original Street Fighter II so there's only eight combatants to choose from and there are no new challengers to be seen. But hey, the original was such a great game and we're more than happy to see it appear on the Game Boy. You'll be happy, too, more so if you happen to have a Super Game Boy lying around, for the screen border changes to match each stage and features graphics from the original Super NES backgrounds! In fact the only thing missing is four of the original six buttons, but on the Game Boy that can't really be helped. How this truncated version plays will be revealed next month when we should have a full review.

ROBO WARS

Activision is once again making its presence felt on the Super NES with a great conversion of Mechwarrior 2 on the way. Battletech, as it's also known, abandons the first person perspective used in the original game for an isometric viewpoint similar to Front Mission or Kirby's Dream Course. The game lets one or two players take control of heavily armoured assault suits bristling with weapons and drops you in the middle of one of five hostile alien planets to battle against other similarly frightening droids. More on this one soon.

Killer Conversion

Yes, it's true! As revealed last month, the Ultra 64 arcade smash hit Killer Instinct is coming to the Super NES! Amazingly, the talented crew at Rare have managed to cram everything from the 64-bit version down into a 32 megabit Super NES cartridge. All the characters are there and so are all the combos and fatalities. In fact, the programmers claim to have actually improved upon the original in a number of ways. Killer Instinct will be out on the Super NES this August in the States and should reach our shores later in September.

You may be thinking that a few changes have had to be made the Super NES version, and they have - but only for the better. The backgrounds have more detail and now include special effects such as lights which change the colour of objects around them as they move. The fighter's reflections now follow them wherever they go, another feature not seen in the arcade game.

The gameplay remains exactly the same, although the play control has been loosened up to make it slightly easier to perform special moves with the standard Super NES joypad and, like any good fighting game, the buttons are redefinable to your preference.

As you may have guessed, the Rare programmers used the same ACM (Advanced Computer Modelling) techniques to put Killer Instinct on the Super NES as was used in creating the revolutionary Donkey Kong Country. Many new methods of compression were discovered while making DKC and Rare has put them to good use in making a game that many thought would not be possible to recreate on the Super NES. The amazing CD quality sound heard in DKC is also evident in Killer Instinct and the soundtrack is so good that Nintendo has put it onto a CD entitled Killer Cuts and plan to include it with the first two million Killer Instinct carts sold in the US!

GAME BOY, TOO!

Question: If Donkey Kong Country can fit on the Game Boy, why not put Killer Instinct on it as well?

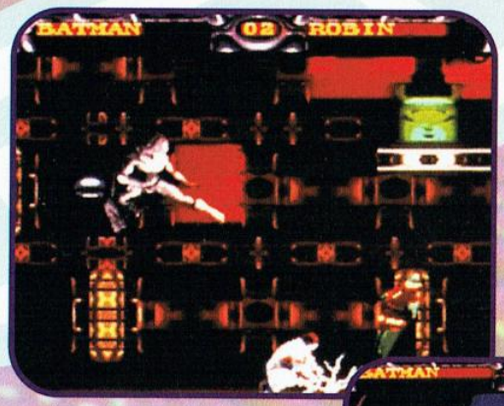
Answer: They have! This version features all the characters and all the moves. And it has a two player option, too. It should be out not long after the Super NES version.

INSTINCT TO EVOLVE

So, if the Super NES version of Killer Instinct is so good, what does the NU64 version hold in store? Nintendo and Rare have been quiet on this subject, but have promised that it will feature vast improvements over the original. Sort of like the original Street Fighter II compared to the Turbo edition. Expect to see better quality graphics throughout the game and subtle alterations to the game play which will remove all the tiny bugs and blemishes seen in the arcade original. There's also talk of new characters and stages, but if this isn't enough for you, perhaps Killer Instinct 2 will tickle your fancy. Due to be released in the arcades either later this year or early next year, KI2 promises to be bigger and badder than anything previously seen on any format!

NEWS

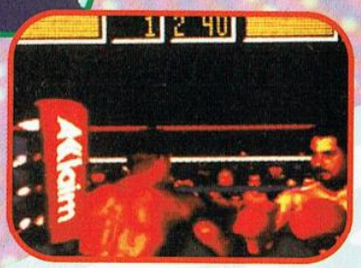
ACCLAIM LICENCES FOREVER



Batman Forever is one of this year's blockbuster movie titles and the rights to produce the video games have once again fallen in Acclaim's general direction. Side-scrolling beat 'em ups is the place to file this game, with one or two players taking control of Batman and Robin and leading them through over 60 fiend-infested stages all based around scenes from the movie. Don't expect anything new in the game play department, for it's the graphics that will sell this game. Acclaim has used its motion capture technology to transfer the movements and actions of stunt men to data in a SGI workstation hard drive. Val Kilmer, Jim Carrey and the rest of the stars from Batman Forever have had their very expensive faces digitised and these will appear on the heads of the game characters. The results are very impressive and truly push the Super NES hardware to its limits.

Acclaim has three other Super NES titles it plans to release by the end of the year. Cutthroat Island, based on the soon to be released movie, is a platform slash 'em up in which you have to find several pieces of a treasure map that have been scattered across all corners of the said island. Hmmm... We bet you can't wait for it.

Boxing veteran George Foreman made a comeback in the heavyweight world and now he's coming to the Super NES in a one player fight to the finish entitled Foreman For Real Boxing. Only one player?!?! That doesn't sound very promising. Perhaps the lure of over twenty computer controlled, motion captured pugilists who have had their faces digitised in thirteen different positions can entice you to step in to the ring? Well, perhaps not...



The other title from Acclaim is also of a sporting nature and is endorsed by one Frank "Big Hurt" Thomas. Who's he? We've never heard of him either, but apparently he's some God-like baseball superstar in America. Obviously this is a baseball game, so it's doubtful it will ever be released in Australia and this is probably the last you'll ever hear of it.

Ninja Trilogy

One of the most popular action titles on the dearly departed NES was the Ninja Gaiden series from Tecmo. Three Ninja Gaiden titles were released, and Tecmo has kindly decided to slap all three onto one Super NES cart and release it for value hungry Japanese gamers. No Australian release has been announced, blah, blah, blah, but we will let you know otherwise if this is the case.

FREE† PHANTOM™ CAPS AND BOXER SHORTS

RRP $24.95

RRP $29.95

Kellogg's Pop Tarts are giving away the coolest Phantom caps & boxer shorts.

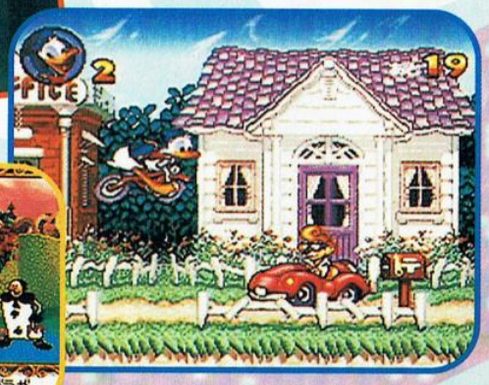
See specially marked packs of Kellogg's Pop Tarts for details Offer Closes 27/10/95.

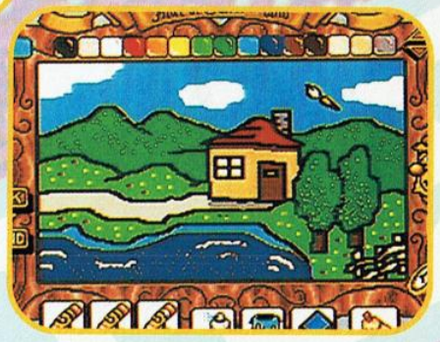
Kellogg's

The promoter is Kellogg (Aust.) Pty. Ltd., of 41-51 Wentworth Ave, Pagewood, NSW 2019, ACN 004 110 105. NSW Permit No TC95/0844 VIC Permit No. 95/514 issued on 28/2/95. * Registered trade mark. Kellogg (Aust.) Pty. Ltd., Authorised User.
© 1995 KING FEATURES SYNDICATE, INC. ™ The Hearst Corporation. † With multiple proof of purchase. Boxer Shorts limit 3,000.

KEL1252 NIN

DISNEY'S DELIGHTS





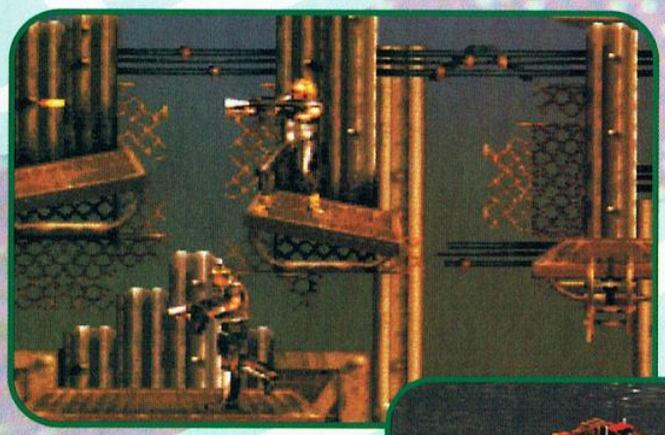
Disney's ill-tempered duck, Donald, is about to star in his first Super NES game to be released this Christmas. Details are scarce, but as you can tell from these screen shots it's a platform based affair set on an island, which no doubt has a hidden treasure or something. The graphics are of the high quality you'd expect to see in a Disney game and there are loads of wacky characters to meet and discuss global warming with.

Another game coming to the Super NES courtesy of Disney is based upon Lewis Carroll's tale Alice In Wonderland. With nary a moving platform or mine cart ride in sight, Alice In Wonderland is not an action game, but is one of those hard to classify puzzle/text adventure games with a Mario Paint bit thrown in for good measure. And that's all we can make of it, judging from these screen shots of the Japanese version.

Disney fanatics should also be on the lookout for Super NES versions of the animated film Pocahontas and the cartoon series Gargoyles.

No Australian release date has been announced for any of these titles, but we'll let you know more when we do.

WATERWORKS



Help! The end of the world is upon us! All those smelly car and cow emissions have finally done their dirty work and the ozone layer is no more. Prepare for floods and tidal waves to completely cover the Earth's surface! Prepare for Waterworld!

Claimed to be one of the biggest and most expensive movies of all time, Waterworld stars Kevin Costner and is about a rag-tag band of people stranded on a man-made floating atoll who roam the seas in search of solid ground. The game is being developed, rather appropriately, by Ocean and is broken up into three distinct game styles. The first puts the player at the helm of a trimaran, taking on the role of The Mariner. in an effort to protect the atolls from the Smokers, a nasty bunch of jet ski enthusiasts who would be perfectly at home in an aquatic version of Mad Max. This part of the game is an isometrically-viewed shoot 'em up, but once enough of the Smokers have been dispatched it's off to the obligatory side-scrolling platform bit. Make your way through the hordes of side-scrolling Smokers with your trusty cutlass or gun, then slap on your Speedos for a spot of swimming. Here your objective is to recover sunken treasure, but not of the gold variety, we're talking bottles and other recyclable stuff.

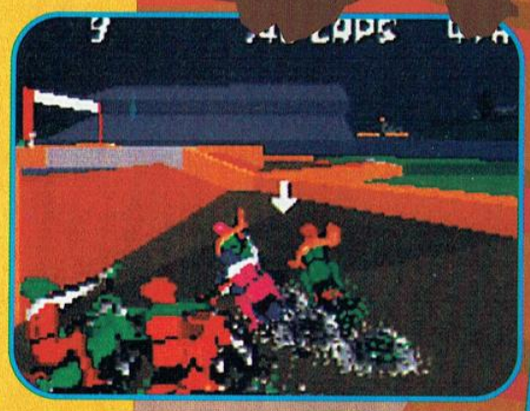
Much time has been spent on the graphics and even though the game is still not complete it looks great, and the finished version should look even better. However, whether it will make a big splash on the Super NES or sink without a trace, as the main set for the movie did, will be discovered in the coming months when a reviewable cart becomes available.

Marvel, all Marvel characters and the distinctive likenesses thereof: TM and © 1995 Marvel Entertainment Group, Inc. All Rights Reserved.
OverPower: TM and © 1995 Fleer Entertainment Group, Inc. Produced and distributed by Fleer Entertainment.

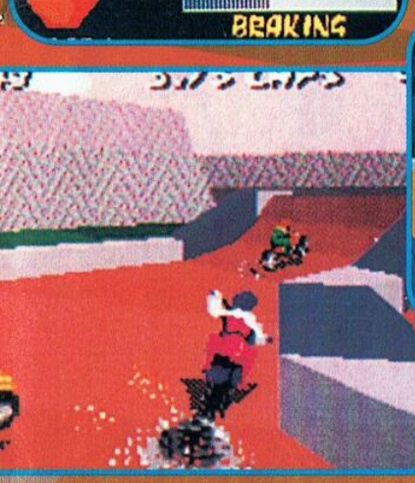
Available at leading newsagents, hobby shops and other trading card retailers.

DIRT TRAX FX

Argonaut's FX chips have proved their worth in the gaming world with Starwing, Stunt Race FX and Vortex all benefiting from the increased processing capabilities provided. The latest game to use this wonder chip is Electro Brain's Dirt Trax FX which, as you have probably guessed from the inspiring title and screen shots on this page, is a motocross game.



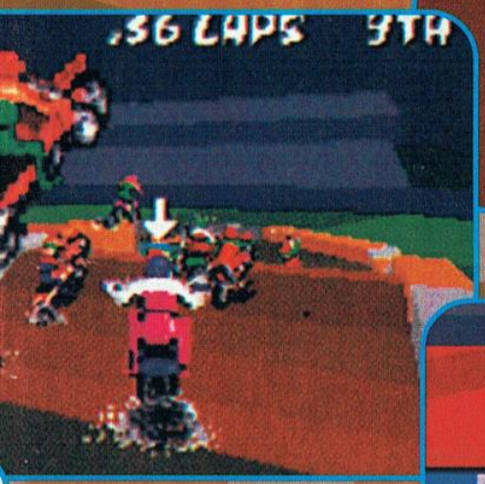
TAKE ME FOR A RIDE



Ahh, there's nothing quite like the smell of two-stroke fuel in the morning! Dirt Trax FX brings all the excitement of motocross racing to the Super NES and features over twenty tracks set out over six circuits. There is a choice of four classes to suit all levels of competition. Start your motocross career in the 50cc beginner class, then move up to the tougher 125cc and 250cc classes. If you make it through those alive, the 500cc master class awaits!

There are eight selectable riders for you to choose from and each rider's bike has different handling characteristics, so you're bound to find someone who suits your riding style.

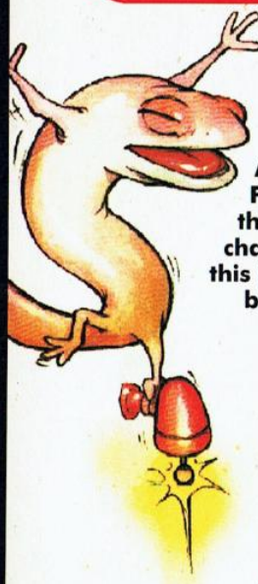
Dirt Trax FX allows you to put yourself up against the tough computer opposition, go head to head with a friend in the split screen two-player mode or battle it out with up to eight players to see who can get the fastest times. Either way, you're bound to go head over handlebars with excitement!



EAT MUD AND DIE!

One of the more interesting features of Dirt Trax FX is that the graphics are a combination of polygons and traditional sprites. The tracks you race on are made up entirely of polygons generated by the FX2 chip, however, the riders and their bikes are detailed sprites which move along convincingly in relation to the track below. The end result looks great, and as sprites are easier for the Super NES to move around than lots of little polygons, the game runs faster and gives a more realsitic impression of speed.

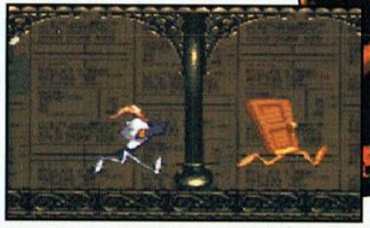
IN PROGRESS SUPER NINTENDO ENTERTAINMENT SYSTEM



He's back, his suit is even better, and this time he's brought his mates. No, it isn't Jack Dee. It's Earthworm Jim – the latest victim of sequelitis...

A lot can happen in a year. Yep, within the last twelve months Frank Butcher has disappeared after barbecuing that tramp, the NU 64 has changed name more than Paul Davies has changed his pants, and the NES finally gave up the ghost. And in this tumultuous year, the guys at Shiny Entertainment have been busy, too. Fresh from their success with Earthworm Jim, arguably one of the greatest platformers to grace the Super NES, they have been beavering away on a sequel which is set to reestablish the limbless hero as the platform hero of the year. Again.

EARTHWORM JIM 2



WISH YOU WEREN'T HERE

Following the events of the first game, Jim is now out of work and down on his luck. Scraping together what little money he has, he teams up with a blob of mucus called Snott and heads for the so-called holiday world of 'The Planet of the Monsters.' Sadly, this is another example of Jim's bad luck as, ignoring the planet's name, he is amazed to find out that his destination is indeed the host to the worst assortment of monsters since a Blake's 7 convention. Up to his neck in trouble, and with only Snott to hand (yik!), thirteen stages stand between Jim and his journey back home.

GAME DATA

- GAME: EARTHWORM JIM 2
- BY: SHINY
- RELEASE: AUGUST
- GAME TYPE: PLATFORM
- PLAYERS: 1
- CART SIZE: 24 MEG

YOUR DOG

In addition to the holiday plot, Jim's secondary task is to work out why this once-peaceful planet has earned its new name. As the game unravels, it is revealed that Peter Puppy (the guy Jim eased through that asteroid storm in the first game), has become a dad — 600 times over! However, the pups were born with a malformed gene, and if annoyed they mutate into a monster — and the state of the planet indicates that Psycrow has been very irritating indeed. As such, welcome to Jim's next mission - adventurer and peace-maker - it's a worm's life, innit!

SHOULD OLD ACQUAINTANCE...

Jim's trek across the game's stages brings him into contact with a host of familiar faces from the first game. His arch-nemesis, Psycrow has returned and is meaner than ever, whilst Princess What's-Her-Name is in trouble again, as Psycrow is planning to whisk her away to the local 'Chapel o'Love' and marry her. The blind salamander who made a very brief cameo in the original has had his part fleshed out, too. Actually, he's been more hollowed than fleshed out, as this time he acts as another suit for Jim to pull on as he explores a stage based on an animal's digestive tract!

BUBSY 2

When Bubsy visited the Amazatorium Virtual Reality theme park with the twins he was babysitting, he was expecting a day of jolly fun with the odd, strangely-costumed entertainer handing out balloons and lollipops. But, deary-oh-me, how wrong he was!

The historical recreations in the park aren't just recreations - they're the real thing, and the machine that's apparently generating them is actually stealing them from the fabric of time! As soon as Bubsy realises the havoc this is causing throughout the world, he resolves to do the right thing and throw a spanner in the works of the dastardly machine, but just as he's about to set off on his latest mission he finds that the mischievous twins have disappeared. Now he has to find the machine AND the twins!

PLATFORM PUSSY-FOOTING

Not surprisingly, this all turns out to be the front for another Bubsy platform adventure in which the Feline of Fun has to bounce his way through five Amazatorium game worlds. Each world takes the form of a corridor which has five doors leading off into platform levels set in different time periods, so you get to run around in pyramids, pirate ships and even fly around the skies in WWI biplanes and futuristic space craft.

The actual mechanics of Bubsy II are similar to the first game, insofar as you have to find a way through the maze of platforms, bouncing on bad guys' heads, collecting marbles and picking up power-ups. Once you've completed all five sub-levels the exit from that corridor is unlocked and you can progress to the next. Unlike many games, you can actually choose which part of the Amazatorium to visit next, so there are several routes to the end of the game and each one has a different ending.

THE HOTTEST GAMES IN AUSTRALIA

- ★ Hundreds more titles available on all formats ★ Best prices
- ★ Huge range of import titles from U.S.A. & Asia
- ★ We trade & sell used Sega and Nintendo, 3DO & IBM CD
- ★ Hardware and Accessories
- ★ Friendly service & expert advice
- ★ Toll free order line
- ★ Orders from New Zealand, Asia & the Pacific are welcome & delivered by air mail.

Free members card on purchase of a control deck, hand held unit or once you have spent $300. Members entitled to an extra 10% off discounted prices.
(Sale items & specials not incl.)

IBM GAMES

30% OFF ALL 3.5" TITLES
HUGE RANGE OF GAMES.
Call for any title you require.

IBM CD

CYBERMAGE	95.00
MAGIC CARPET DATA DISK	47.50
NBA LIVE '95	95.00

JOYSTICKS & ACCESS.

JOYSTICKS FROM	29.95
CH JETSTICK	89.95
THRUSTMASTER	169.95

SOUND CARDS & CD ROMS

SOUNDBLASTER 16	199.00
ULTRASOUND MAX	399.00
CD ROM DRIVE	199.00

SUPER NINTENDO

CONTROLPADS/JOYSTICKS

ARCADE PRO JOYSTICK	59.95
SCOREMASTER JOYSTICK	69.95
CONTROL PADS FROM	29.95

ACCESSORIES

SUPER NES DECK	179.00
SUPER NES & INTERNATIONAL CRICKET	**249.00**
AV CABLE	25.00
GAMESAVER	79.95
4 WAY ADAPTOR	59.95
PRO ACTION REPLAY MK2	99.95
ADAPTOR (US CONV.)	29.95
SUPER GAME BOY	99.95

TITLES

BATTLETOADS	57.00
BLACKHAWK	57.00
BLACKTHORNE	85.50
BREATH OF FIRE	123.50
BRUTAL PAWS OF FURY	95.00
BUBSY	57.00
CANNON FODDER	114.00
CHAOS ENGINE	57.00
CLAYMATES	85.50
DEMONS CREST	76.00
DESERT FIGHTER	104.50
DONKEY KONG COUNTRY	95.00
DRAGON VIEW	114.00
DUNGEON MASTER	114.00
EARTH WORM JIM	114.00
FINAL PHANTASY III	133.00
FIRESTRIKER	114.00
FULL THROTTLE RACING	104.50
F-ZERO	57.00
GHOUL PATROL	57.00
GHOULS & GHOSTS	57.00
HURRICANES	114.00
ILLUSION OF TIME(GAIA)	76.00
INCREDIBLE HULK	85.50
INDIANA JONES	114.00
INDY CAR NEWMAN HAAS	57.00
INTERNATIONAL CRICKET	95.00
JIMMY CONNORS TENNIS	85.50
JUDGE DREDD	**114.00**
JUNGLE BOOK	66.000
JUNGLE STRIKE	95.00
JURASSIC PARK 2	85.50
JUSTICE LEAGUE	114.00
KID CLOWN CRAZY HOUSE	76.00
KIRBYS DREAM COURSE	76.00
LEGEND	85.50
LESTER THE UNLIKELY	76.00
LETHAL WEAPON	49.95
LION KING	85.50
LORD OF DARKNESS	114.00
LOST DIMENSIONS	66.50
LOST VIKINGS	57.00
MARIO KART	76.00
MAXIMUM CARNAGE	85.50
MECA ROBOT GOLF	57.00
MEGAMAN X	66.50
MEGAMAN X 2	104.50
METAL COMBAT	57.00
MICKEY MANIA	114.00
MLBPA BASEBALL	95.00
MORTAL KOMBAT	57.00
MORTAL KOMBAT 2	133.00
MYSTIC QUEST LEGEND	57.00
NBA TOURNAMENT	114.00
NCAA FINAL FOUR	114.00
NIGEL MANSELL	57.00
NOBUNAGAS AMBITION	95.00
PAC ATTACK	57.00
PILOTWINGS	57.00
PLOK	57.00
POCKY & ROCKY 2	123.50
RETURN OF THE JEDI	114.00
ROMANCE OF 3 KINGDOMS 2	114.00
ROMANCE OF 3 KINGDOMS 3	85.50
SEA QUEST (DSV)	104.50
SECRET OF MANA	76.00
SIM CITY	57.00
SOCCER SHOOT OUT	66.50
SPECTRE	76.00
SPEEDRACER	123.50
SPIDERMAN	114.00
STARGATE	114.00
STAR TREK DS9	104.50
STAR TREK TNG	104.50
STAR TREK ACADEMY	57.00
STREET RACER	123.50
STUNT RACE FX	95.00
SUPER BOMBERMAN 2	76.00
SUPER DROP ZONE	95.00
SUPER MARIO ALL STARS	123.50
SUPER MARIO PAINT	69.95
SUPER MARIO WORLD	57.00
SUPER METROID	95.00
SUPER MORPH	85.50
SUPER PINBALL	57.00
SUPER PUNCH OUT	66.50
SUPER SOCCER	57.00
SUPER SOLITAIRE	95.00
SUPER STREETFIGHTER 2	95.00
SUPER TENNIS	57.00
SYNDICATE	76.00
TETRIS/DR MARIO	57.00
THE TICK	104.50
THEME PARK	104.50
TIMESLIP	57.00
TROY AIKMAN	95.00
TRUE LIES	114.00
TRODDLERS	57.00
TROY AIKMAN	104.50
TURN & BURN	85.50
ULTIMA: BLACK GATE	133.00
UNIRALLY	57.00
VEGAS STAKES	57.00
VIRTUAL SOCCER	57.00
VORTEX	114.00
WARLOCK	114.00
WORLD CLASS RUGBY	95.00
WORLD BASKETBALL	57.00
WOLVERINE	133.00
X-KALIBER	85.50
YOSHI'S SAFARI	57.00
ZELDA 3	76.00

SPECIAL OFFER
SUPER NES
JUNGLE STRIKE
$95.00
INCLUDES DELIVERY

NINTENDO

CLEARANCE
20% OFF ALL NES SOFTWARE
LARGE RANGE OF NEW & USED.
CALL FOR ANY WANTED TITLES.

DONKEY KONG LAND	57.00
DUCKTALES 2	57.00
DR MARIO	29.95
EARTH WORM JIM	66.50
F1 RACE/4 PLAY ADAPTOR	29.95
FIFA SOCCER	66.50
ITCHY & SCRATCHY	66.50
JUNGLE BOOK	66.50
KIRBYS DREAMLAND	29.95
LAWNMOWER MAN	66.50
MEGA MAN	29.95
METROID 2	29.95
MORTAL KOMBAT II	66.50
MS PACMAN	44.95
NBA JAM TOURNAMENT	66.50
NIGEL MANSELL	29.95
PGA EURO TOUR	66.50
ROAD RASH	57.00
SEA QUEST	57.00
STARGATE	66.50
SUPER MARIO LAND	44.95
SUPER MARIO LAND 2	57.00
TETRIS 2	57.00
TRUE LIES	66.50
ULTIMA: RUNES	76.00
WARIO BLAST	44.95
WARIO'S LAND	57.00
ZELDA LINKS AWAKENINGS	44.95

Call for any title not listed.

FREE
WITH EVERY
★GOLDSTAR 3DO★
A LATEST BMG CD
(HIT MACHINES OR SIMILAR)
FIFA SOCCER
2 CONTROL PADS
LIMITED STOCKS

GAME BOY

COLOUR GAME BOY	99.95

INCLUDING CASE & BATTERIES

PRO ACTION REPLAY	89.95
CHESSMASTER	29.95
DOUBLE DRAGON	29.95
DONKEY KONG	57.00

SEGA GAME GEAR

LARGE RANGE OF GAMES & ACCESSORIES - NEW & USED
Call for any thing you are after.

SEGA MEGADRIVE

MEGADRIVE/CONTROL PAD .. 169.00

CONTROLPADS/ACCESSORIES

6 BUTTON CONTROL PAD	29.95
4 WAY ADAPTOR	59.95
PRO ACTION REPLAY MK2	99.95
ADAPTOR (US CONVERTOR)	29.95

TITLES

ASTERIX-POWER OF GODS	85.50
BATTLETECH	95.00
BEAVIS & BUTTHEAD	76.00
BLOODSHOT	95.00
BRIAN LARAS CRICKET	85.50
DAFFY DUCK-HOLLYWOOD	85.50
DESERT DEMOLITION	66.50
EARTHWORM JIM	114.00
ECCO JNR	47.50
ECCO 2	95.00
FIFA SOCCER '95	95.00
JUSTICE LEAGUE	104.50
LA RUSSA BASEBALL '95	95.00
LETHAL ENFORCERS	95.00
MADDEN NFL '95	95.00
MEGA MAN	85.50
NBA LIVE '95	95.00
NHL HOCKEY '95	95.00
NOBUNAGA'S AMBITION	95.00
PGA GOLF 3	95.00
PHANTASY STAR IV	133.00
PUNISHER	85.50
RED ZONE	95.00
ROAD RASH 3	95.00
ROCK & ROLL RACING	95.00
SAMURAI SHOWDOWN	95.00
SHINING FORCE	95.00
SLAM MASTERS	95.00
SOLEIL	66.50
STAR TREK : TNG	95.00
STORY OF THOR	133.00
SREET RACER	95.00
SYNDICATE	95.00
THEME PARK	95.00
TOUGHMAN BOXING	95.00
TRIPLE PLAY BASEBALL	95.00
X-MEN 2	85.50

CALL FOR ANY TITLE NOT LISTED

MEGA CD

MEGA CD WITH GAME	299.00
CD PLUS ADAPTER	65.00
BC RACERS	95.00
BLOODSHOT	95.00
CORPSE KILLER	95.00
EARTH WORM JIM	85.50
ECCO 2	66.50
EYE OF BEHOLDER	104.50
FIFA SOCCER	95.00
MICKEY MANIA	85.50
MIDNIGHT RAIDERS	95.00
ROAD RASH	95.00
SLAM CITY	95.00
SNATCHER	95.00
SUPER STRIKE TRILOGY	95.00
SUPREME WARRIOR	95.00
SYNDICATE	95.00
THEME PARK	95.00

ALL FOR ANY TITLE NOT LISTED

SEGA 32X

SEGA 32X	329.00
36 GREAT GOLF HOLES	95.00
CHAOTIX	95.00
CORPSE KILLER	95.00
COSMIC CARNAGE	85.50
DOOM	95.00
METAL HEAD	95.00
MIDNIGHT RAIDERS	95.00
MORTAL KOMBAT 2	95.00
SLAM 'N JAM	95.00
STAR WARS ARCADE	104.50
SUPER MOTORCROSS	95.00
SUPER SPACE HARRIER	85.50
SUPREME WARRIOR	95.00
VIRTUA RACING DELUXE	95.00

3DO

GOLDSTAR 3DO (NTSC) 745.00
INCL FIFA SOCCER & 2 CONTROL PADS

PAL ADAPTER	99.95
CORPSE KILLER	95.00
FIFA SOCCER	95.00
GEX	95.00
IMMERCENARY	95.00
SHERLOCK HOLMES	95.00
NEED FOR SPEED	95.00
OFF ROAD INTERCEPTOR	95.00
QUARANTINE	95.00
ROAD RASH	95.00
SAMURAI SHOWDOWN	95.00
SHOCK WAVE	95.00
SHOCK WAVE: JUMPGATE	57.00
SUPER STREETFIGHTER 2	95.00
SYNDICATE	95.00
THEME PARK	95.00
WING COMMANDER 3	95.00

TITLES ARRIVE DAILY. CALL US FOR MORE.

BARGAIN BIN

Limited quantities. No rainchecks or lay-bys. A delivery charge applies.

IBM	$
CYBERWAR (CD)	79.95
SYSTEM SHOCK (CD)	69.95
SUPER-NES	**$**
ALIEN 3	57.00
AXELAY	69.95
COOL WORLD	47.50
DRAGONS LAIR	69.95
JURASSIC PARK	57.00
MARIO IS MISSING	69.95
MORTAL KOMBAT	57.00
PINK GOES TO HOLLYWOOD	69.95
PUGSLEYS SCAV. HUNT	76.00
SUPER JAMES POND	85.50
WORLD CUP SOCCER '94	57.00
YOUNG MERLIN	57.00
MEGADRIVE	**$**
ANDRETTI RACING	49.95
BALZ	49.95
BUBBA 'N STIX	69.95
FIFA SOCCER	49.95
MADDEN NFL '94	49.95
NBA JAM	69.95
NBA SHOWDOWN	49.95
PEBBLE BEACH GOLF	66.50
PGA EUROPEAN GOLF	49.95
SKITCHIN	49.95
ZERO TOLERANCE	69.95
MEGA CD	**$**
BILL WALSH FOOTBALL	69.95
BLACKHOLE ASSAULT	49.95
NOVASTORM	69.95
PRINCE OF PERSIA	69.95
SONIC	69.95
SOUL STAR	79.95
YUMENI MYSTERY MANSION	69.95

ALSO...HUGE RANGE OF BARGAIN 2ND HAND GAMES AT AMAZING PRICES

Some items may not be available or be out of stock at date of printing. No rainchecks on sale items. All software, new & used carries a 30 DAY WARRANTY. Dealer & Video Store enquiries welcome. We reserve the right to refuse any sale or trade. Prices subject to change without notice.

TO TRADE SEGA/NINTENDO CARTRIDGES, 3DO OR IBM CD SOFTWARE

1. Call (09 227 9991) for trade value of your games.
2. Use this value towards purchase of any thing we sell
3. Pack your software, with your name, address, phone number and software selection and mail to us
4. Upon receipt of your games Your order will be despatched

TO BUY SOFTWARE

1. Call ORDERS ONLY PLEASE **(Toll Free 1800 801 047) Please don't ring toll free if you're not ordering.**
2. Credit card payments despatched same day.
3. Payment by cheque/money order must include your name, address, phone number and your order. (Allow 7 days for cheque clearance).

DELIVERY CHARGES

Under $50 ($5) $50 to $100 ($2.50) Over $100 (free)
Delivery usually 2 days by courier or registered mail.
HARDWARE::Standard delivery charge will apply).
OVERSEAS AIRMAIL DELIVERY:APPROX-$10.00

POSTAL MAIL ORDER ADDRESS:
94A ROE St, NORTHBRIDGE WA 6003
TELEPHONE: (09) 227 9991
PHONE TOLL FREE:
(STRICTLY ORDERS ONLY) 1800 801047
SOFTWARE TRADE-IN QUOTES & QUERIES:
TEL: (09) 227 9991 FAX ORDERS: (09) 227 1114

HITECH WORLD
NO. 1 IN AUSTRALIA

TWO GREAT LOCATIONS:

NORTHBRIDGE
94A ROE ST, NORTHBRIDGE, W.A.
PHONE 09 227 9991

MIDLAND
GREAT EASTERN HIGHWAY, MIDLAND, W.A.
PHONE 09 274 7690

HOURS OF BUSINESS (WA times)
Mon-Thurs 9am - 6pm Friday 9am - 7pm
Saturday 10am - 4pm Sunday 12 - 4 pm

REVIEW

GAME BOY

Who said Nintendo's fancy advanced computer modelling graphic technique was for 16 bit titles only? Well whoever it was they were speaking complete tosh, as for the first time we see those delectable dots in four different shades of grey being given the ACM treatment, and it is certainly a sight for sore eyes, as Donkey Kong Land looks like no other Game Boy offering...

DONKE
LA

CART SPEC

- BY: NINTENDO/RARE
- RRP: $59.95
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 4MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yep
- CONTINUES: Say what!?
- OPTIONS: Tamper with the music
- SUPER GAME BOY FEATURES: Phwarr, nice border

GAME INFO

- GAME ORIGIN: I think we have to assume that Donkey Kong's retirement is well and truly over.
- GAME DIFFICULTY: Almost brain straining
- SCORE TO BEAT: Ours, of course!
- ALTERNATIVES: Earthworm Jim, Mario, Wario, Kirby, etc...

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

(A) Jump or swim

(B) Roll, pick up barrel

(S) START: Pause

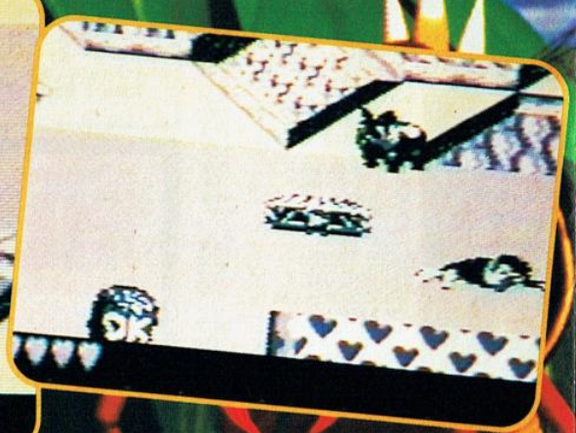
(S) SELECT: Switch Kongs, dismount from animal

GAME CREDITS

- DEVELOPED BY: NINTENDO/RARE
- DISTRIBUTED BY: NINTENDO
- MADE IN: UK
- ARTWORK: ©1995 NINTENDO

leap of faith

If I have to be critical of DKL - and what the heck it is my job after all - then I would have to say that, at times, there are a few too many leaps of faith where your only option is to launch yourself out into open space in the vain hope that nothing nasty lies in your trajectory. This can be annoying and is usually the sign of a game which is suffering a few design flaws, so I was surprised to find it here. Still in DKL's defence it isn't often that you have to do this, and I suppose it adds to the sense of unpredictability of the whole package, but I still get grumpy



Y KONG ND

the dance of the seven bananas

While there's plenty of gameplay elements in common between Donkey Kong Land and DKC, there are also some differences. Sure those bananas are still there to be collected for one-ups but there are also Kong tokens which can be cashed in on bonus stages for extra lives. Each section of Donkey and Diddy's travels is marked by ovals. Once you have completed each level, finding every hidden secret, an exclamation mark appears in its position on the map.

and pigs might fly...

This game is possibly the most impressive Game Boy title yet. "Pigs might fly!" I hear you bellow. And it seems Nintendo have taken this literally as one of the new enemies you have to cope with is a cute jet-powered porker by the name of Hogwash who zooms overhead from time to time. Fans of the more traditional DKC enemies will be pleased (or perhaps mortified) to know that the belligerent bees are back, and just as annoyingly difficult to avoid. Most of the other members of the original crew also get a guernsey, but DKL isn't just a Kong clone, as there are new enemies which will certainly test your agility, and joypad acumen. There's Nemo, a large, shell-dwelling underwater creature, and Fangfish, who is just that. On land there is Hard Hat, a mole who likes to dig the ground from underneath Donkey and Diddy. And, last but not least, is Swirlwind, a mini twister which can either help or hinder your progress. Jump on top and it's a moving platform, but get too close to its side and it'll do some serious damage to your health.

DONKEY KONG LAND

full of hot air

There's more balloon-related antics here, only this time it's a giant blimp, emblazoned with Donkey Kong's initials, to watch out for. It seems that collecting the all-important KONG-tinue is a breeze, as all the letters are relatively easy to obtain. However it turns out that these particular letters are bogus, though they serve a purpose, as usual, transforming into walkways when a special switch is hit. As each stage progresses, the harder it becomes to glean each icon. And it's KO for any primate who doesn't have the N and G to go the distance.

COMMENT

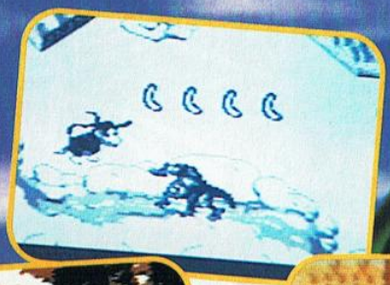
STEVE

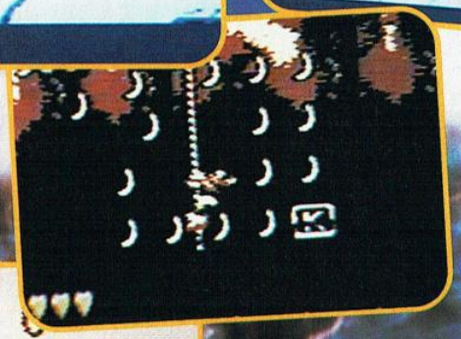
The Gorilla groove just keeps on keeping on as Donkey Kong Land is easily one of the best Game Boy titles to come my way. The visuals stomp over just about any other Game Boy title I have seen before (which isn't necessarily that hard to do), and the compulsively addictive nature of the gameplay is right up to Nintendo's very high Mario series standards. The only, admittedly minor, criticisms I have are that at times the gameplay isn't quite as smooth as the 16bit beast, and the sprite detection can sometimes behave in a despicably dodgy manner. However this may be more about my lack of experience with Game Boy platformers (give me MKII on the Super NES any day), than a real fault with the game. DKL also suffers from its ambitious programming at times, as the inspired attempt to ape (ape geddit! [Ha, bloody ha Steve - Mary]), the music from country only works 50% of the time, with a tendency towards the cheesy and annoying. But on the whole the sound is reasonable.

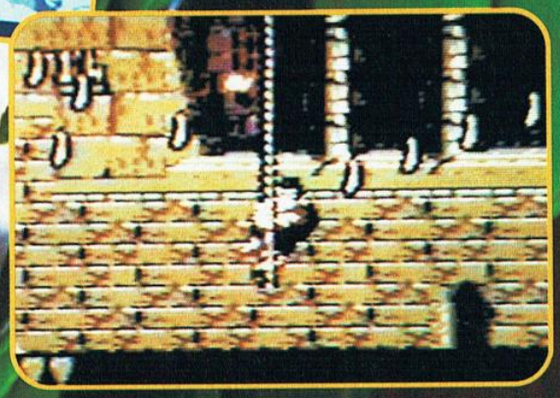
COMMENT — PAUL

For Donkey Kong Land to succeed it has to overcome a series of obstacles - clarity, depth and challenge. The first was always going to be the problem; there hasn't been a Game Boy title yet with graphics so intensely detailed as this that doesn't blur when moving at speed - and DKL is fast! Remarkably though, it's possible to play almost without thinking about the limitations, and DKL plays better than DKC. No joke!

DONKEY KONG LAND







a trip to the zoo

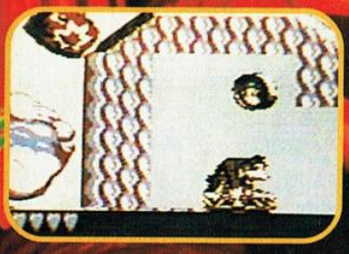
Where DKC gave you a whole host of animal pals to help you through some of the more rigorous sections of the game, unfortunately only two join you for your Game Boy adventures. When you have to call on a friend there's only Expresso, the cross-eyed ostrich and Rambi, the rhinoceros to help out.

ape aggro

The ape angst continues, and all of the attack modes of the Super NES sensation are present. As Kong you can do the jumping attack, and the tantrum-like the 'beating the ground with your fists' manoeuvre. Diddy can also jump on enemies, or do that syncopated breakdance thing which suggests the chimp might just be a closet Flashdance fan (UUUUGGGH!!). Anyway it is good to see that both of the boys have multiple attack modes, as it enhances the playability of the package, and tactics can vary depending on the offensive mode you employ. This is apparent (as with DKC) when you face the bosses, which require a variety of approaches if you are to be left standing at the end of the confrontation.

The bosses are also quite a challenge although in keeping with the tradition of DKC some of the attack patterns feel frighteningly similar. This is a bit of a double-edged sword as you will feel reasonably well equipped to deal with your foes, but then again it might be a bit more challenging and interesting if they employed different attack strategies.

DONKEY KONG LAND



COMMENT — ANDY

Slam Donkey Kong Land into a Super Game Boy and you'd be forgiven for thinking that someone had come in and messed around with the colour while you weren't looking. Play it for a short while and you might wonder why you bothered playing all those Mario games. Let me put it plainly - this game is a marvel. It's a credit to Rare that they've managed to wedge in such an amount of detail, but the highest testimony is that there's so much game in here too. If anything, there's more to it, gameplay-wise, than DKC. As Paul has said, the amount of detail does confuse on occasion on ye olde Game Boyo, but certainly no more than on most other games. It's big, it's rock hard, and it's brilliant ... I love this game!!!!

versus mode

Also although the Game Boy doesn't have sufficient processing muscle to portray both Donkey, and Diddy Kong on screen at the same time, they are still used in the same manner as in DKC. However whenever you want to change apes you can simply press the select button, and one will be smoothly replaced by the other using a nice ACM-based morphing effect.

Overall DKL is just as much a gruelling gorilla game as Donkey Kong Country in that it is far from easy, and quite substantial in size. The cart is 4Mbit, which is quite chunky size-wise for a Game Boy production. There are over 100 levels and numerous bonus stages, so there is plenty to see and do.

decisions, decisions, decisions,

Another point in DKL's favour is that you can reconfigure your controller, when playing the game with your Super Game Boy, so that the button positions are exactly the same as they were for Donkey Kong Country. Good feature!

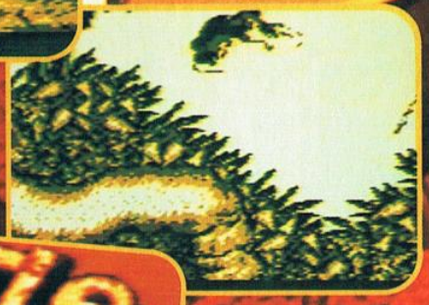
haven't we met?

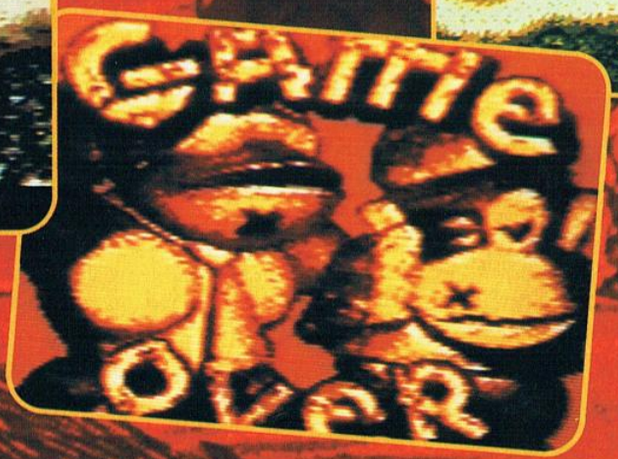
While King K. Rool and his Kremlings have scattered Donkey's bananas in all new areas of Donkey Kong Island, some of the areas may look familiar, and well, darn it, they are! However, Donkey Kong Land is not just DKC with a smaller screen, there are whole new areas to explore as well.

Kremlantis: A giant complex of ancient ruined temples which is almost completely submerged. So keep an eye out for Chomps and other toothsome fish.

Big Ape City: Here you've got to travel by zeppelin to Donkey's fave spot, Big City. Unfortunately the Kremlings have taken a bit of a shine to Big City too.

Chimpanzee Clouds: Join Diddy and Donkey as they get altitude sickness up in the clouds! Steward, the barf bag please!





REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 97

▲ I've never been that turned on by four shades of grey, but with DKL I was mightily impressed.
▼ Blurs in graphically intense areas on the small screen. But then, don't they all!

SOUND — 91

▲ Faithfully reproduces many of the Super NES themes...
▼ ...Unfortunately through that tinny little speaker on the Game Boy.

PLAYABILITY — 95

▲ Richer and more playable than DKC, even though some elements are missing, anyway Nintendo wouldn't put their name on anything unless it was spot on.

LASTABILITY — 92

▲ Plenty of tricky situations to get yourself out of here, so you won't get all the way through by dinner time.

OVERALL — 96

Does for the Game Boy what Donkey Kong Country did for the Super NES. If you own a Game Boy (or even a Super Game Boy and a Super NES) then you must own this!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Judge Dredd the movie may have disappointed fans of 2000A.D.'s most popular law enforcer, what with that Stallone jimp prancing around and all that, but no helmet-removing nonsense takes place in the game. So does it remain true to Dredd's origins and take advantage of the limitless wealth of potential offered by Mega City One and its 800 million citizens, or is it just another piece of the movie's merchandising bandwagon?

AN INTERSTELLAR EXPRESS MAKES A SUDDEN CHANGE OF COURSE AS IT ENTERS EARTH'S ATMOSPHERE —

JUDGE DREDD

WHAT'S GOING ON ?

CART SPEC

- BY: ACCLAIM
- PRICE: $129
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 16MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: None

GAME INFO

- GAME ORIGIN: Licensed game of the movie, based on the future's toughest lawman, as originally seen in the British comic 2000A.D.
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Defeat Mean Machine and retrieve the Book of Law
- ALTERNATIVES: Earthworm Jim, Alien 3, Stargate, Etc...

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Adequate

A — Kick/punch/headbutt

B — Jump for joy!

X — Arrest perp

Y — Activate Lawgiver!

L/R — L/R: Change Lawgiver ammo

S — Start: Pause/unpause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: PROBE
- DISTRIBUTED BY: METRO
- MADE IN: UK
- ARTWORK: ©1995 CPEI

COMMENT

AMOS

The developers at Probe have certainly put more effort into this than Stargate! The graphics are generally impressive with a lot of detail in the backgrounds and decent sprites. The sound effects are pretty good too, and coupled with the music, the overall atmosphere will not disappoint those who enjoyed Alien 3. Some of the opponents are real sitting ducks but the game is still relatively challenging - if you charge in blindly with all guns blazing you won't get very far - the right choice of weapon for the foe and appropriate evasive action are needed to survive. Like any good platformer some areas with bonus pickups require some thinking to get to so you won't find yourself drifting into autoplay mode on this one! Unfortunately, Judge Dredd hasn't revolutionised the platform genre in any way. While it's fun to play, everything you do is pretty much the same as every other platformer around, with the option of arresting or wasting perps and a couple of extra fighting moves the only difference. With its slick looks and decent playability, Judge Dredd is worth checking out, but don't expect to be blown away.

LAWGIVER FORCE

Although Dredd's Lawgiver is supposed to shoot six different types of bullet, in this game it has been boosted up to nine. Apart from an unlimited supply of standard ammo, here's what you need to pick up to dish out some real punishment:

Ricochet missiles: Rubbery things that bounce around and stun opponents temporarily. Not much use really...

Heatseekers: Just shoot and forget; they'll latch on to the nearest perp. Double Whammies are even better.

Incendiary missiles: Instantly toasts undesirables.

Grenades: Essential for destroying ammo supplies and beefier foes.

High explosive missiles: Creates more damage than the grenade and has a longer range too!

Armour-piercing missiles: Deadly and can go through most things in your way.

Boing bubble: Use this to trap the spirits of the Dark Judges. Unstable and may shatter after a while, leaving damaging residue.

Other pickups restore your energy bar and bestow extra lives. Anti grav belts and Force shield generators give you ten seconds of flying or protection respectively. More importantly, the Book Of Law, security door cards and password disks help you considerably in advancing through certain levels.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

YOU CAN'T HIJACK US! I'VE AN IMPORTANT ING IN INDO-CIT NTY MINUTES!
IZZAT SO?
THIS DIAL ON MY HEAD'S GOT FOUR SETTINGS, SEE? ON 1, I AIN'T VERY PLEASANT. ON 2, I'M MEAN ON 3, I GET DOWNRIGHT VICIOUS,
OR YOU —
DGE
DD

A secondary objective to most of the missions is to arrest or sentence assorted vermin in your path, but take note that arresting a perp awards more points than simply

YOU CREEPS WERE WARNED! BUDDA! BUDDA! BUDDA!

wasting them! You may chance upon a number of computer terminals (a la Alien 3) in some levels. These enable you to hook up for a moment so you can access your health, weapons and mission status.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 82

▲ Small but detailed sprites and some nice backgrounds.
▼ Repetitive levels, no cool effects.

SOUND — 79

▲ Dramatic music and most of the sound effects are half way decent.
▼ Apart from Dredd's grunting when he jumps.

PLAYABILITY — 78

▲ Simple controls and easy action ensure that you'll feel at home as soon as you pick up the joypad.
▼ But after the umpteenth mission of securing computer terminals, or whatever, boredom sets in.

LASTABILITY — 82

▲ Quite a few levels and a decent level of difficulty will keep you playing Dredd for a while...
▼ ...or until you get sick of the repetitive nature of the game.

OVERALL — 78

Not a bad game, but hardly original or exciting. Only the most ardent Dredd fans or those in need of more staple platform game fodder need bother.

COMMENT

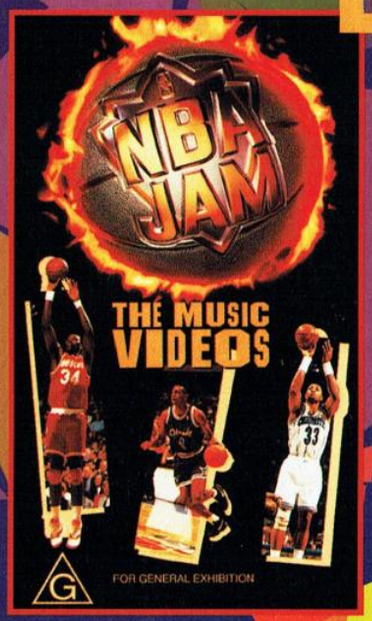
SKULL

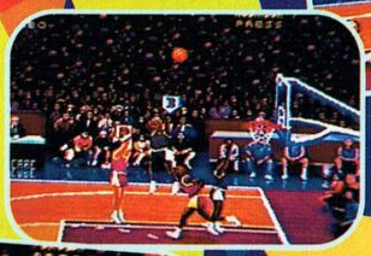
Much of what I said about Stargate last month applies to Judge Dredd, for it is practically the same game. At least the developers appear to have spent a bit more time on this title, but it's still pretty poor considering the potential of the Judge Dredd license. Oh, there's the token Mode-7 flying bit, but every game and its dog has one of those! Anyway, it must be obvious to all that I am not terribly impressed with this game so I needn't waste any more time writing about it.

COMPETITION

DUNKING? ISN'T THAT WHAT YOU DO WITH TEA AND BISCUITS?

I don't think that you can ever say that we don't look after you here at NMS. Here we have a rather tasty little competition that our friends at Fox Video: and that devilish, witty and urbane (whoops, that's someone else) Raoul at Metro Games have put together for you.





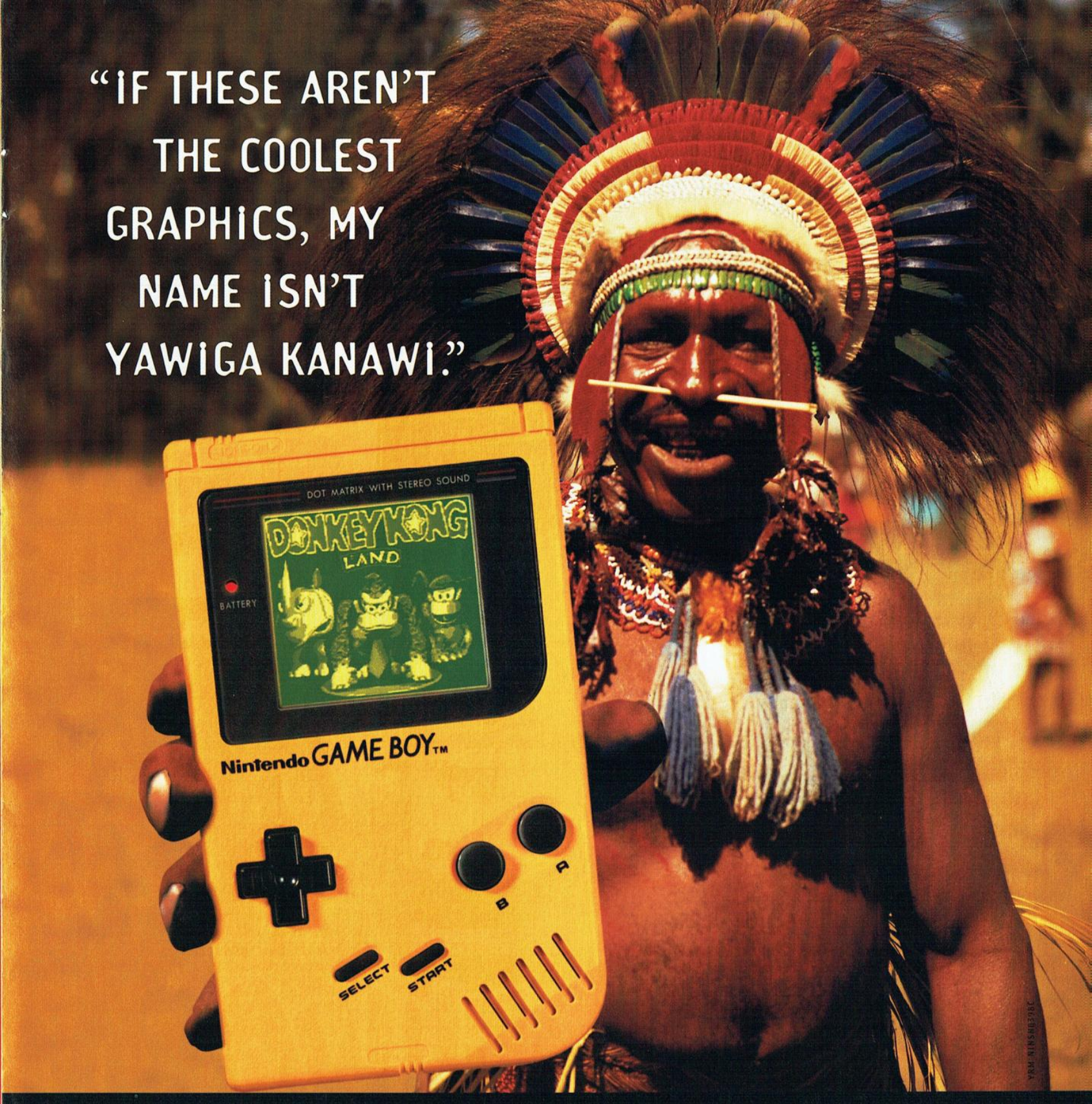
Ten lucky winners will each score a copy of the rather cool NBA Jam - The Music Videos from Fox Video, with some great tracks from people like Brownstone, G Love & Special Sauce, Da Brat and Spin Doctors backing some awesome NBA footage featuring some of the coolest NBA stars around. But, as they say, that's not all folks, the ten winners will also score a copy of NBA Jam Tournament Edition for the Game Boy or Super NES from Metro Games!

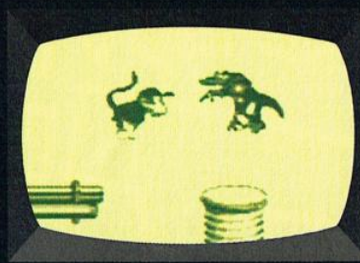
Phwarr, are we good to you or what? But, as usual, there is a price to pay for these goodies. What we want you to do is send us a picture of Mario and friends slamming on the basketball court (and, naturally, the more you feature Yoshi the better). Once you have drawn your masterpiece, you have to put it in an envelope and send it to Dunking? Isn't That What You Do With Tea And Biscuits?, at PO Box A305, Sydney South NSW 2000 by Wednesday, August 30, 1995.

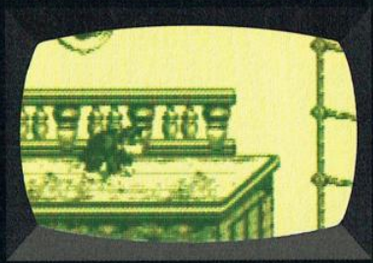
CONDITIONS OF ENTRY

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter and its advertising, sales promotion agency and printers are not eligible to enter. Entries close at 5pm, Wednesday, August 30, 1995. The winners will be notified by mail. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit.

"IF THESE AREN'T THE COOLEST GRAPHICS, MY NAME ISN'T YAWIGA KANAWI."







"The computer rendered graphics aren't the only wild thing about Donkey Kong Land.
Check out the four new worlds, 30 new levels and all new monkey mincing bad guys.
But you know what's best, it's all on Game Boy, so I can play it on my way to the mall."

GET THE LOW DOWN ON IT ALL NINTENDO HOTLINE 1902 24 1001
ITM CALL RATE 75c PER MINUTE

ONLY ON GAME BOY
AND SUPER GAMEBOY

REVIEW

GAME BOY

CART SPEC
- BY: SHINY/VIRGIN
- RRP: TBA
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 4 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 3 to be earned
- OPTIONS: None

GAME INFO
- GAME ORIGIN: Jim revolutionised the platform game market last year with his hit on the 16-Bit systems.
- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Complete Down the Tubes
- ALTERNATIVES: Super Mario Land, Wario Land, Kirby 2. Donkey Kong Land.

SUPER GAME BOY
- ADDITIONAL FEATURES: Different colour schemes are all that appears to have been added. Can't complain really.

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSE: Excellent!

A Jump

B Fire/whip

S Start: Pause

S Select: Nothing

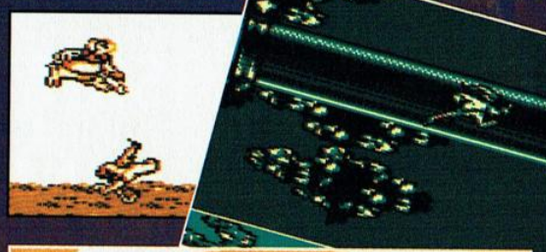
GAME CREDITS
- DEVELOPED BY: SHINY
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK: © SHINY/VIRGIN

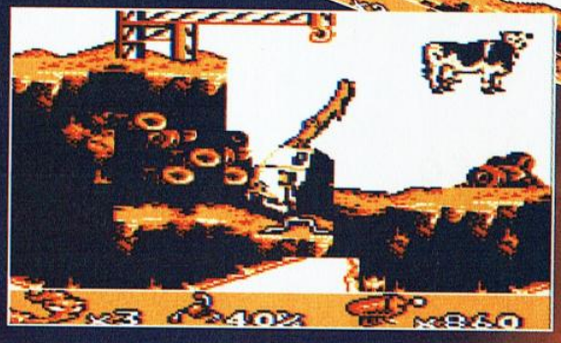
EARTHWORM JIM

From common garden worm to video games megastar, his rise to fame and fortune has been meteoric! His name is Earthworm Jim, he's got a princess to save, and he's coming to a Game Boy near you.

There can't be many people who haven't heard of the exploits of young Jim and his platform antics. Last year he stormed onto the console scene with his own mixture of animation cell cartoon motion and rock hard platform gamesmanship.

One of the most impressive features of the original Earthworm Jim on the Super NES was the sheer variety of characters and levels. From the testing crows and dogs of the Junkyard to the downright worm-squishing strength of the bouncer cats that haunt the tubes underwater, around every corner it seemed lurked a new challenge and surprise. So fans of the game will be glad to hear that even though the layout of the levels has changed slightly, the characters remain the same for the Game Boy.For newcomers to the adventures... prepare to expect the unexpected!





BY HOOK OR CROOK

As a platform game worth its mettle, EWJ is filled to the brim with hidden bonus areas. The key to finding added plasma blaster power, suit energy, and extra lives is to look out for the sneaky hooks that hang from all kinds of unusual locations. Once spotted, Jim can whip his body to grab onto the hook and send himself flying Tarzan-style from hook to hook and into the arms of bonus heaven. Perfect timing is essential especially on the later stages of the game as one false swing could spell disaster.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

92

▲ Amazing! The graphics have to be seen in motion to be believed.

▼ It does move at a furious pace, sometimes too fast when playing on the monochrome screen.

SOUND

91

▲ All of the music and a large proportion of the FX have been ported over from the original to great effect.

PLAYABILITY

90

▲ Just as playable as the 16-Bit version. Fast, fluid, and varied. All real contender for best platform game on the Game Boy.

LASTABILITY

91

▲ Loads of levels and a challenge to the max! Expect to play for a long time before completing.

OVERALL

90

They said they could do it, and they did! A truly remarkable conversion from a 16-Bit to 8-Bit machine. A game no Game Boy owner should be without.

ASTER-NOMICAL

At the end of each level Jim can call forth his trusty rocket bike steed to transport him to the next planet and set of adventures. But this is no ordinary planet-hopping exercise as the dreaded crow felon, Psy-Crow, patrols the inter-planetary highways. In a race against the Crow, Jim must dodge inconvenient hunks of asteroid in his path and grab as many fuel pods and asteroid shields as possible to guarantee success. For a bonus boost, the worm warrior can accelerate with attitude once equipped with an Atomic Accelerator! Failure in the race spells a spot of sparring with the Crow using both whip and blaster to best effect.

COMMENT

PAUL

When I heard they were converting EWJ to the Game Boy, I thought it was some kind of ridiculous prank, I mean let's face it the 16-Bit version pushed the Super NES to the limit. But they have done it, and done an incredible job to make what has to be one of the best looking and fun to play platformers on the Game Boy. The graphics are as slick and well-defined as the Super NES cart, the music and FX have to be among the best for a handheld, and the playability is just a varied and amusing as the original. One word of warning though, the difficulty setting is rock hard, even on Practice mode most gamers will have a hard enough time getting through to the later levels. In all, EWJ on the Boy is a triumph and a must for handheld gamers.

BONGO COMICS

SPAWN

STAR WARS

X-FILES

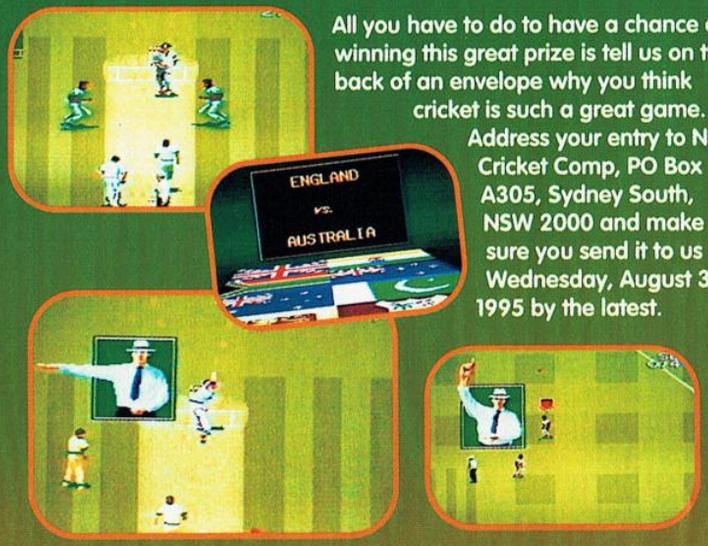
only through

TRIELLE KOMIX

COMPETITION

WIN SUPER INTERNATIONAL CRICKET AND A SUPER NES!!!

One lucky NMS reader is going to take the catch of the century and score themselves a copy of the brilliant Super International Cricket by Australia's own Beam Software AND a Super NES console to play it on!



All you have to do to have a chance of winning this great prize is tell us on the back of an envelope why you think cricket is such a great game. Address your entry to NMS Cricket Comp, PO Box A305, Sydney South, NSW 2000 and make sure you send it to us by Wednesday, August 30, 1995 by the latest.

CONDITIONS OF ENTRY

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter and its advertising, sales promotion agency and printers are not eligible to enter. Entries close at 5pm, Wednesday, August 30, 1995. The winners will be notified by mail. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit.

COMPETITION WINNERS

SUCK ON THIS

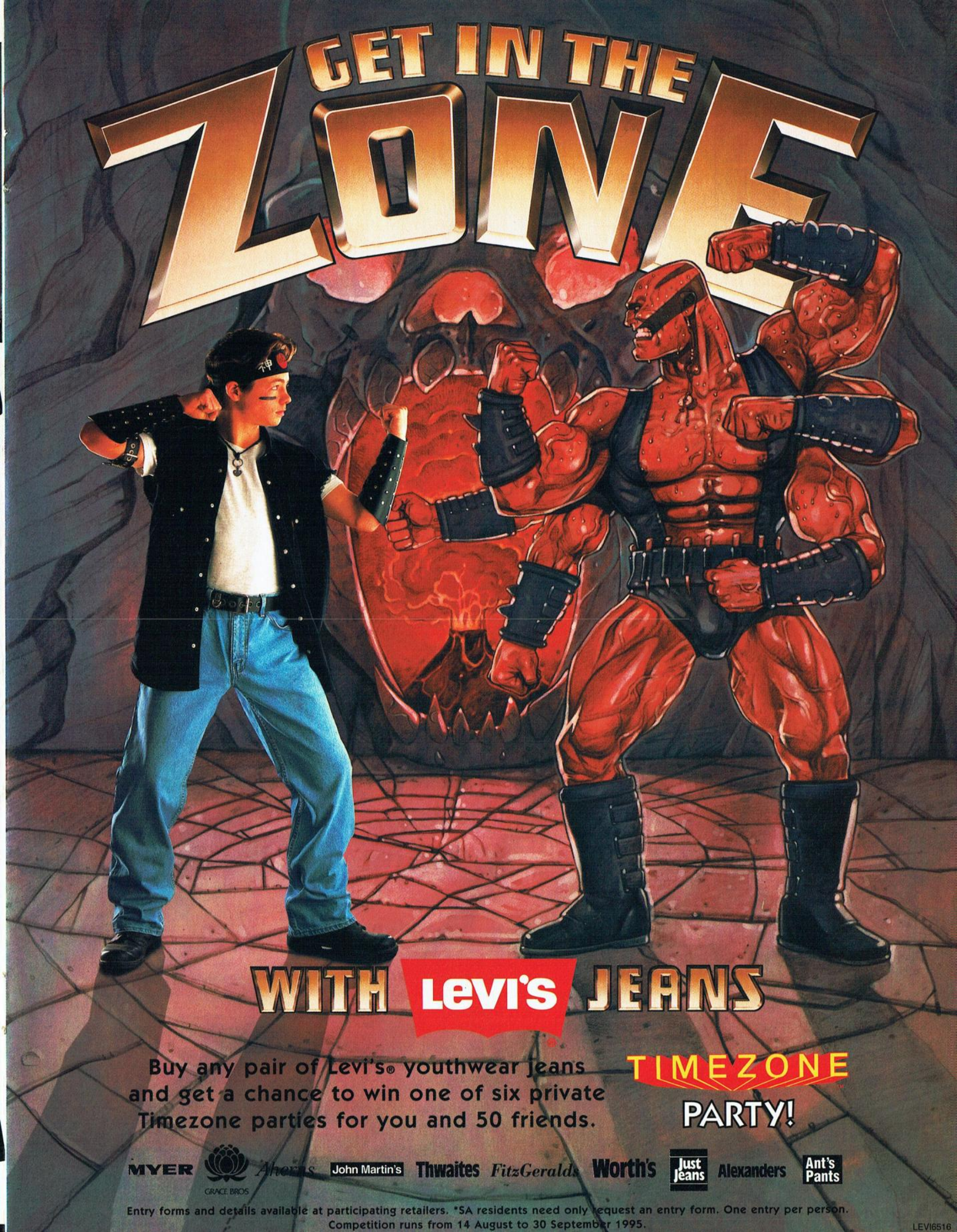
David Mich, Arncliffe NSW; Damion Crane, Charters Towers Qld; Aidan Ryan, Karratha WA; Virginia Smith, Morley WA; Samuel Hazlitt, Hillarys WA.

POWERED UP

Shane Sartori, Collie WA; Jonathan Gospos, Hollywell Qld; Matthew Riley, West Brunswick Vic; Daniel Waters, Walloon Qld; Wade Aslin, Mt Gambier SA; Ka-Yan Lui, Matraville NSW; Wing-yan Louey, Matraville NSW; N. Castles, Chapman ACT; Krishna Conrad, NT; Justin Vockins, Port Augusta SA; Gareth Stokes, Wilberforce NSW; James Anderson, Gembrook Vic; Nicholas Taylor, Bunbury WA; Ben Andrews, Applecross WA; Dean Smith, McLaren Vale SA; Rick Dempsey, Mt Pritchard NSW; Alicia Howard, Bundaberg Qld; Nick Wimble, Roseville NSW; Ben Crabb, Tanunda SA; Sam Holmes, Torquay Qld; Michael Voulgaropoulos, Redfern NSW; Christopher Menz, Frankston Vic; Lucas Barnetby, Rosedale Vic; Brett Dayman, Mundijong WA; Robert McAlavey, Chelsea Heights Vic.

ME, I'M A BUDDING ARTIST TOO

Winner: David McDermott, Chatswood NSW. Runners Up: Keir Meikle, Benalla Vic; Kyle Madgwick, Kaitaia NZ.


GET IN THE ZONE
WITH Levi's JEANS
Buy any pair of Levi's® youthwear jeans and get a chance to win one of six private Timezone parties for you and 50 friends.
TIMEZONE
PARTY!
MYER
GRACE BROS
Ahern's
John Martin's
Thwaites
FitzGerald's
Worth's
Just Jeans
Alexanders
Ant's Pants
Entry forms and details available at participating retailers. *SA residents need only request an entry form. One entry per person.
Competition runs from 14 August to 30 September 1995.
LEVI6516

REVIEW

GAME BOY

CART SPEC
- BY: NAMCO
- RRP: $49.95
- RELEASE: AUGUST
- GAME TYPE: PLATFORM
- CART SIZE: 2 MBIT

GAME FEATURES
- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: None

GAME INFO
- GAME ORIGIN: Pac Man, hero of video arcades in the early 1980s, is back in an all new adventure
- GAME DIFFICULTY: Hmmm... Would you believe challenging?
- SCORE TO BEAT: What sort of a question is that?!
- ALTERNATIVES: Pac Man, Miss Pac Man, Lemmings 1 & 2

GAME CONTROL
- CONTROL: Guess
- RESPONSIVENESS: Reasonable

A — Jump

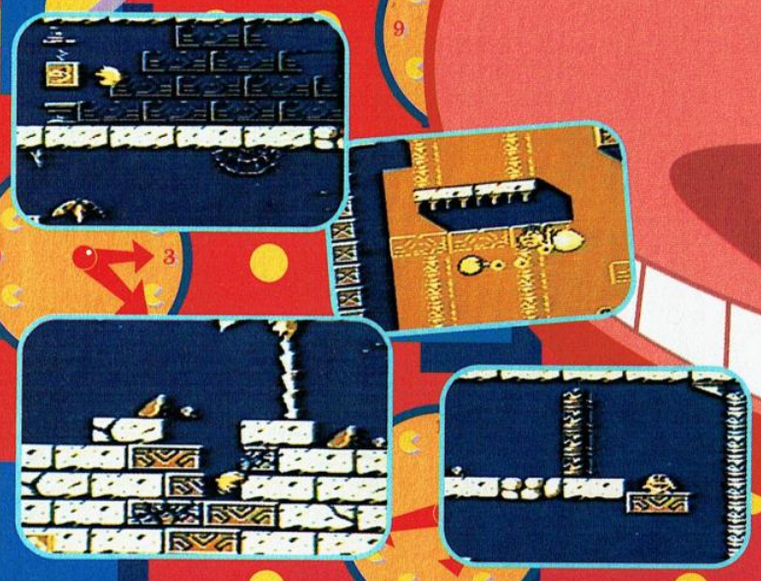
B — Action

S — START: Pause

S — SELECT: Change item

GAME CREDITS
- DEVELOPED BY: KALISTO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: ©1980 NAMCO LTD

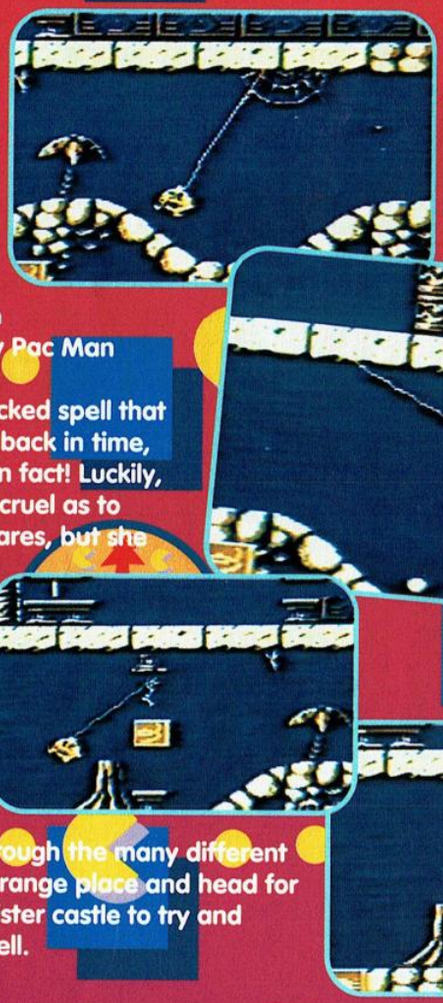
Pac Man, the star of one of the most popular video games of the 80s, is back in an all new adventure entitled Pac In Time. But don't expect a ghost-gobbling maze game, for Pac Man has now entered the wonderful world of platforms!



WUKKA WUKKA WUKKA...

The ghost witch who was behind Pac Man's problems in the past has gone and, thinking he was rid of her forever, Pac settled down to a nice quiet family life and forget his troubles. The ghost witch has other plans, however, and her absence from the scene was only because she was plotting her most dastardly plan yet, to destroy Pac Man forever!

She cast a wicked spell that sent Pac Man back in time, back to 1975, in fact! Luckily, she wasn't so cruel as to dress him in flares, but she did turn all the creatures of the land into monsters! To get back home Pac Man must travel through the many different lands of this strange place and head for the witch's sinister castle to try and reverse her spell.



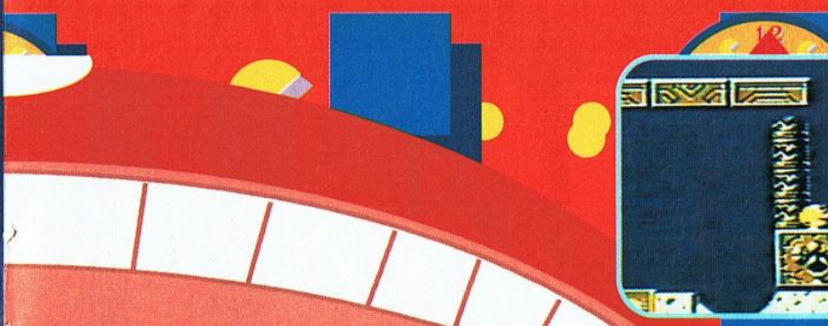
COMMENT

NICK

Pac In Time is a cool little platformer which takes the best elements from different types of games and adds good ol' Pac Man for a varied and challenging game. Pac Man's animation is great and he moves along smoothly, although controlling him takes a bit of getting used to. The levels each have a theme to them which makes them atmospheric and fun. The music takes a little from the unmistakable original ditty and adds a few new tunes to the mix. The simplicity of the game play is a big plus, and even with a time limit the levels can be tackled at more or less your own pace.

REVIEW

GAME BOY



TWO FOR THE PRICE OF ONE!

Pac In Time is both a platform game and puzzle game at the same time, for if Pac is to make it through the levels he must take advantage of the various items he is equipped with. Some of these you have from the start of the level, but most of the time it's up to you to find where they have been secreted in the stage.

The variety of tools and weapons that are available to Pac give the game a Lemmings flavour, for finding your way through the stages is often a case of trial and error, requiring you to experiment with different items in your surroundings until you discover what can be used where. Sometimes the least obvious item can be just the one Pac needs to get past a tricky part of a level!

Of the items used, each has its own purpose and are all necessary make it through. Pac Man can carry more than one at a time and you can cycle through them with the SELECT button.

Fireballs: These can be used to destroy some blocks and kill most monsters. Pac Man has an unlimited supply and they can be used as a rapid-fire gun.

Grappling rope: This tool essential to get though many levels. Use it to swing from the ceiling to avoid nasty traps and creepy crawlies.

Air bubble: The air bubble allows Pac to swim through water and gain access to new areas of some levels. It also doubles as a handy weapon to be used against aquatic attackers.

Hammer: The hammer item lets Pac Man eat through some rocks and walls.

COMMENT

ANDREW

After fifteen years, Pac Man, former king of the arcades, has been pensioned off in a platform game on the Game Boy. Well, it could have been worse, at least this isn't a mindless run right, thumb on the fire button-type platform game like the rest of them. The Lemmings overtones add a much needed strategy element which makes each level seem like a new challenge and there's enough typical 'platform perils' such as moving platforms, spikes and enemies to keep you on your toes.

Fifty levels may sound like a lot, but thanks to the relative ease of many of them and the handy passwords, you'll be wishing for more within a few weeks, if not sooner. Still, it's not a bad game and is different enough from the rest of the crap out there to make it worth while.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Good animation, stylish backgrounds.
▼ Collision detection is a little harsh.

85

SOUND

▲ The original Pac Man tune is in there.
▼ But it still sounds much like any other Game Boy title.

68

PLAYABILITY

▲ Pac Man is quite versatile thanks to his new-found skills.
▼ Controlling Pac Man is difficult at first due to his unconventional jumping style.

88

LASTABILITY

▲ Challenging and enjoyable enough to keep you having 'just one more go'.
▼ Some people will be wishing for double the number of levels or a difficulty option. Alas, there is none.

72

OVERALL

Pac In Time is an enjoyable mixture of puzzle solving and action which should keep most people happy for a while. Pac Man's never looked better!

85

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

JUSTICE LE

TASK

The Justice League Task Force, Earth's mightiest heroes, have joined together to protect the world against unsavoury villains and pests. Quite handy, really, as the world has just come under attack again by a marauding villain from another galaxy! And who is this villain? It is Darkseid, an alien bent on entire universal domination! Typically, marauding aliens tend to find Earth to be a waste of space and either want to: a) destroy it, as the Volgons did, or b) take it over and use it for as a base for operations. Luckily, Darkseid chooses option b, but the only way that is going to happen is if the Justice League Task Force is out of the way, and Darkseid has plans to do just that!

COMMENT

PAUL

If you are a fan of DC's super heroes no doubt your mouth is watering at the potential of this game. To some extent, all those amazing things you imagine possible are realised in Task Force, in that every fighter makes impressive use of their special powers. What isn't so exhilarating is how all special powers are executed in much the same way for each character - either a half or quarter circle toward or away from an opponent followed by the relevant punch or kick. So no points for originality there. Also, this group of characters, who are regarded by fans as the most stylish in the known universe, are quite shoddily drawn and the critical eye of someone who has studied their every move in the original comic strips is likely to be disappointed. Where Justice League could redeem itself is by appealing to hardcore beat 'em up fans, but the response is too sluggish and incapable of supporting intricate combo techniques. The basic requirements for a beat 'em up are met, but nothing more and only just.

HERE WE GO!

Justice League Task Force plays much like Street Fighter II, with the bouts being fought over three rounds in which the first player to achieve two wins is the winner. All the characters have a range of special powers that are performed with simple joypad/button combinations similar to those in Street Fighter II. Some of the better moves include Wonder Woman's golden lasso which pulls foes in for a couple of swift kicks to the chops. Batman throws his trusty Batarangs from an unlimited supply kept in his cool utility belt, and Superman has both his heat ray vision and ice breath to keep opponents guessing.

CART SPEC

- BY: ACCLAIM
- PRICE: $129
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 16MBIT

GAME FEATURES

- NO. OF PLAYERS: 1 to 2
- HEAD TO HEAD: And foot to fist!
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Button config, difficulty, etc.

GAME INFO

- GAME ORIGIN: All characters are from DC Comics' Justice League line of comics
- GAME DIFFICULTY: Not easy
- SCORE TO BEAT: Get a perfect against Darkseid
- ALTERNATIVES: Street Fighter II (any version), TMNT Tournament Fighters, Brutal: Paws of Fury, Ranma 1/2, etc.

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Sluggish

A — Medium kick

B — Light kick

X — Medium punch

Y — Light punch

L/R — Left: Heavy punch, Right: Heavy kick

S — Start: Pause/unpause, Select: Nothing

GAME CREDITS

- DEVELOPED BY: BLIZZARD
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK: ©DC COMICS INC.

JUSTICE LEAGUE TASK FORCE

ONCE UPON A TIME . . .

There are three different modes of play to Justice League Task Force. Picking the story option gives you a one player game against the computer, but you can select your fighter only from the six good guys.

Slightly more interesting is the Battle Mode. Players who choose this option will be treated to a full selection of characters to pick from and there's none of that boring storyline to have to skip through, the computer pits you against all the other characters randomly.

The best option, however, is only for two players. In the Versus Mode you are free to pick any fighter, even the same as the other player, and there is a handicap adjustment to even out fights.

COMMENT

SKULL

Phew! What stinks around here?! I think it's this Justice League cart! You'll find no trace of originality in this game whatsoever and what's worse is that it's not even a good copy of Street Fighter II.

Combos are out of the question thanks to the slow responsiveness and dodgy collision detection and there isn't even a turbo speed option.

To say the graphics are badly drawn is an understatement - it looks like a Mega Drive game!The backgrounds are pretty poor and have only minimal animations and even the fighter's names and energy bars look crap!

If you already have Street Fighter II you'll be very disappointed with this game and only die-hard DC fans will derive any pleasure out of it.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■	■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■		
WEEK	■	■		
MONTH	■			
YEAR				

GRAPHICS — 62

▼ The graphics are big and detailed but don't compare to the comic book counterparts. Lame animation.

SOUND — 50

▼ Muffled tunes wrabble on in the background and sound effects are few and far between.

PLAYABILITY — 65

▲ Easy to play thanks to the simple controls.
▼ The responsiveness of the fighters is too slow and wooden feeling to allow for any fancy game play.

LASTABILITY — 68

▲ Has a two player option.
▼ But becomes boring quite quickly and lacks any real challenge.

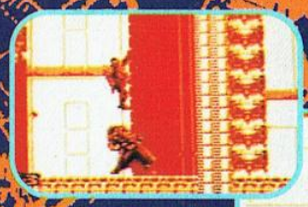
OVERALL — 66

Justice League Task Force is a very basic fighting game which holds few thrills for DC and Street Fighter fans alike. Unfulfilled potential and uninspired game play coupled with poor graphics and sound make this game one to miss.

JUDGE DREDD

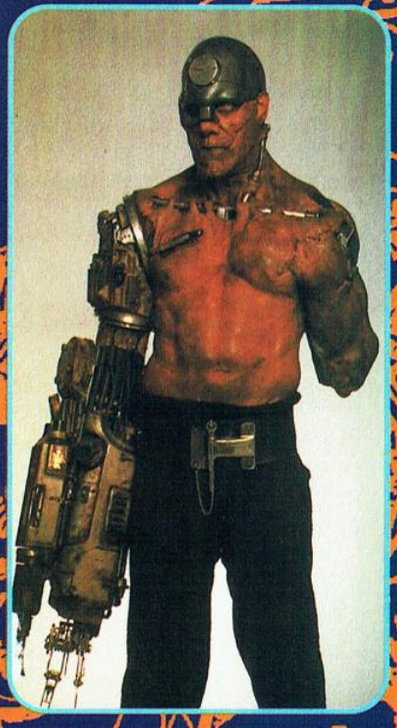
THRILLS 'N' SPILLS?

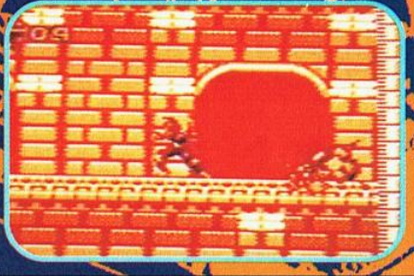
Judge Dredd on the Game Boy is more or less a scaled down version of the Super NES game, but the developers have still managed to cram in most of the features. Unfortunately, the Super NES version isn't all that hot, so what would happen if Dredd cast judgment on this cart? Would he let it off with a warning and a clip around the ear, or would he sentence it to solitary confinement in an Iso-Cube?



Dredd is regarded as the toughest lawman in Mega City One so only the bravest and dumbest of hoodlums dare oppose him.

Perhaps the Justice Department have been experimenting with the intelligence of MC1's citizens because there's an awful lot of foolhardy perps on the streets tonight! Judge Dredd is more than happy to arrest them all, for which you receive bonus points, but they're only going to be released one day and cause more trouble, so you might as well sentence them on the spot and save the bother of doing it later!





COMMENT

ANDREW

Judge Dredd on the Game Boy is typical of many hand-held adaptations of Super NES games in that while the big brother version may look and play great full screen on a television, shrinking it down and putting it in black and white just doesn't work. All the flaws of the Super NES game show up and are magnified on the Game Boy rather than reduced, and Dredd is even harder to control precisely. The characters and backgrounds are too detailed and end up looking all the same and it's almost impossible to see bullets and other projectiles flying around the screen. Even when playing the game on a Super Game Boy it looks like a mess and I'm sure you can imagine how bad the sound is.

There's very little to recommend about this game and even the most ardent Dredd fans (myself included) will be hard pressed to find anything likable in it. Earthworm Jim is a much better example of this type of game so I suggest you look in its direction if it's fun and thrills you're after.

RATINGS

- BY: ACCLAIM
- RRP: $59
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 4 MBIT

GRAPHICS — 64

The graphics are a close copy of the Super NES game but, without the benefit of colour, things become indistinct and hard to see, especially bullets.

SOUND — 56

The tunes are unexciting and have that typical Game Boy bleepiness about them.

PLAYABILITY — 60

Dredd's movements are ungainly and cumbersome to control and the illogical level layouts don't help much.

LASTABILITY — 50

It's challenging, but in a way that is frustrating and makes playing through levels more of a chore than fun.

OVERALL — 54

Poor play control and confusing graphics condem Judge Dredd on the Game Boy to twenty years on Titan!

Enjoy Sprite TRADE MARK REGD.

NBA NBA

SHOOT to WIN

1000'S OF NBA™ PRIZES TO WIN

"Sprite" and "Obey Your Thirst" are registered trademarks of the Coca-Cola Company ©1995 NBA Properties, Inc. All rights reserved.

COLLECT 3 RING PULLS OR CAPS MARKED NBA™ FROM CANS & BOTTLES OF Sprite FOR YOUR CHANCE TO WIN

CALL 0055 60533

Maximum cost of competition call is 50 cents. Broadsystem 55c/min.

AND FIND OUT IF YOU ARE AN INSTANT WINNER OR REGISTER INTO THE MAJOR DRAW FOR YOUR CHANCE TO WIN...

1 of 5 VIP TRIPS TO THE AUSTRALIAN NBA™ JAM SESSION, 12-13 AUGUST 1995 (Entries Close 31.7.95)

OR

1 of 5 'NEC' TV/VIDEO/HI-FI SYSTEMS WITH GALAXY SUBSCRIPTION & NBA™ VIDEO LIBRARY.

OBEY YOUR THIRST™

COMPETITION CLOSES 31.8.95

For Rules & Conditions and more promotional information please see counter card at participating outlets.

SA residents 1 free entry. Send hand drawn 'Sprite' soft drink logo to 'Sprite'/NBA 'Shoot to Win', Private Bag 15, KELLYVILLE NSW 2153.

NSW TC95/1523, VIC 95/0723 issued on 4/4/95, ACT TP95/0623 issued under the Lotteries Act, 1964 NT95/0562.

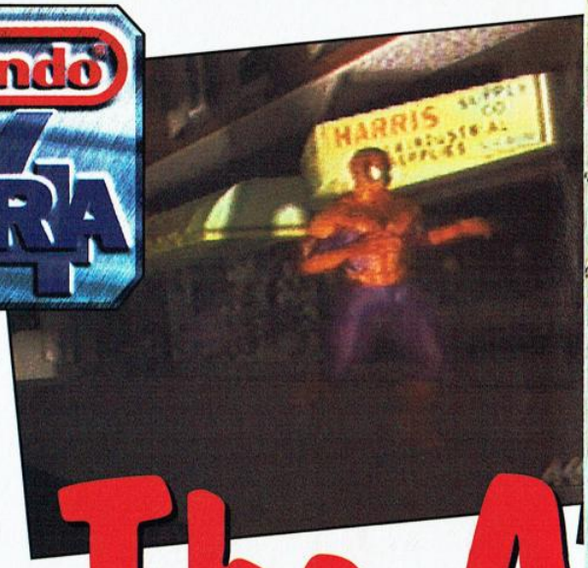
Enjoy Sprite NBA™

OFFICIAL SOFT DRINK OF THE NBA

© 1995 NBA Properties, Inc. All rights reserved.

SPECIAL FEATURE

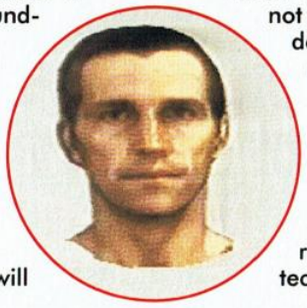
Games hardware is about to roll on to the next stage in its evolution, but as the machines change, so does the way the games are produced. NMS jets out to Acclaim's New York HQ for a behind-the-scenes look at the games of tomorrow.



Aleee! The A

If you've seen anything of PlayStation software, you'll doubtless be familiar with its conversions of Raiden and Super Parodius. Both good games, both sprite-based and both haven't gone down very well with the Japanese public. The reason for this is simply because when someone buys a super console, they expect super new-type games on it. Which is fair enough, but one company is pushing the boat further out than any other when it comes to the delivery of these ground-shaking titles.

Acclaim have dominated console software for the last two years with Mortal Kombat. And with a multi-million pound motion capture studio, they're aiming to go for it again – in a much bigger way.



(ABOVE) A full 3D scan of a persons head takes less than 30 seconds.

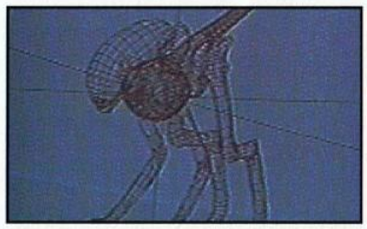
It's motion capture technology that will shape the games you'll be playing on your Nintendo Ultra 64. One currently in progress is the much-vaunted Alien Trilogy. It's based on all three Aliens films, and with a background like that everyone's looking for you to fail. To prove the doubters wrong Acclaim have invested massive amounts of cash in cutting edge motion capture technology. It all sounds very dull to being with, but the results are unlike anything you have ever seen before.

The process is ludicrously simple. Your actor chums dress up in black suits with reflectors attached and four strategically placed cameras pick up their movements. From there it's all fed into a Silicon Graphics workstation, processed, run through some rather clever software, and out the other comes the most realistic, detailed graphics we've seen to date.

To demonstrate the power of the system, Acclaim's techno-bods did a full 12 second motion capture, from start to finish in 20 minutes. What's more they ran it through a PlayStation and Nintendo Ultra 64 emulator on the SGI – and the Nintendo version looked ten times better!

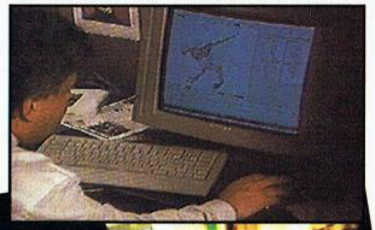
The other advantage is, once you've got this system, is dead cheap to use. Whereas the usual process is to invest thousands of man hours hand-drawing every animation frames, this system practically does it all for you, with minimal hassle and maximum results. However, not all its results are destined for stunning 3D visuals. The first game to make use of the system is Frank Thomas 'Big Hurt' Baseball. Here all the captured graphics have been reduced down to standard sprite size, so you don't really get the visual benefits the technology affords.

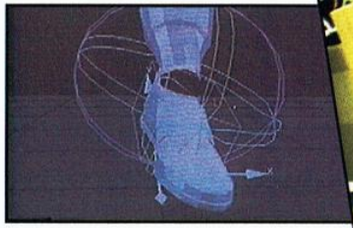
(ABOVE) The reflectors on the suit relay the actor's movement to a computer.

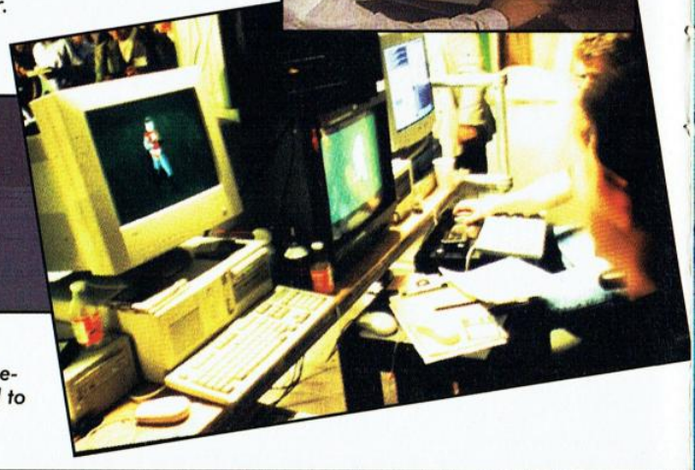


To illustrate just what the system is capable of, Acclaim have told us that the producers of the Batman Forever actually commissioned Acclaim to produce the some of the special effects for the movie. They won't let on exactly what scenes use it, but we reckon is was used to matte one of the actor's faces onto a stunt man. Whatever, the proof will be in the film.

Just looking at the initial results, it's easy to be impressed. And if the games come up to the same standard, we're going to be in for some real monster titles later this year.





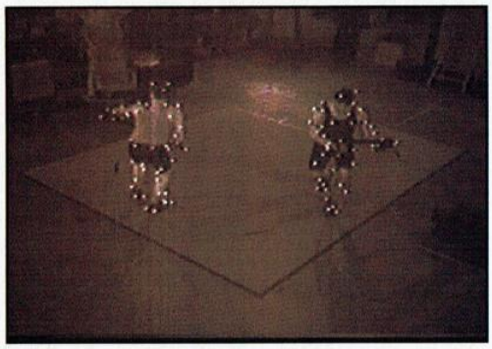


(ABOVE) Complicated software precisely replicates human movement. It was original developed to help treat medical injuries.

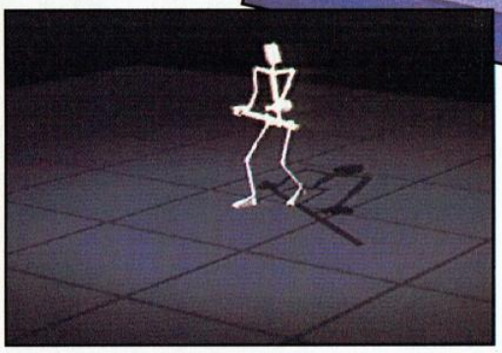
liens Are Coming!

PC Development Interest

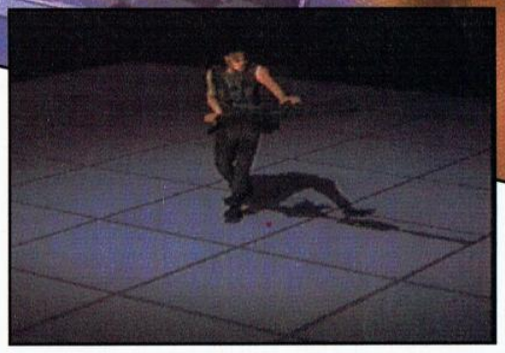
The most impressive of all Acclaim's motion captured games is without a doubt Alien Trilogy. The game, which will be 3D shoot-'em-up along the lines of Doom, but with some of the most stunning, realistic visual ever to grace a console game. The plot's drawn from all three Aliens movies, so there's plenty of suspense, lots of marines with big guns but, hopefully, none of the dreadful dialogue or acting from the third film.



(ABOVE) These guys are set to become marines in Alien Trilogy. The first step is to get them into the studio and go to work with the cameras.



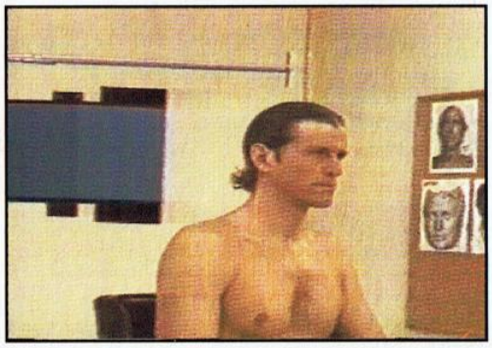
(ABOVE) Once the information has been fed into the computer, it calculates a crude skeleton of the actor. The smart bit happens next...

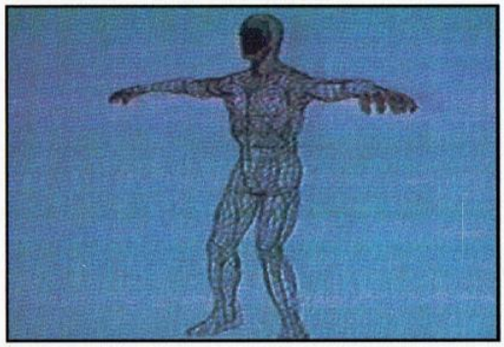


(ABOVE) Finally a scanned texture map is overlaid on the captured frame. The finished article is stunning to watch.

(ABOVE) Alien Trilogy is set to be one of the most amazing looking console games ever written – watch out for it next year!

(BELOW) This is only a demo of how this motion-captured Spidey was produced. Let's hope they produce a web-head game that looks this good!





REVIEW

GAME BOY

CART SPEC
- BY: ACCOLADE
- RRP: $TBA
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: TBA

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Uh-uh
- CONTINUES: Say what!?
- OPTIONS: Tamper with the music
- SUPER GAME BOY FEATURES: None

GAME INFO
- GAME ORIGIN: The Game Boy version of the sequel to Bubsy The Over Hyped Bobcat
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Reach third floor
- ALTERNATIVES: Earthworm Jim, Mario, Wario, Kirby, etc...

GAME CONTROL
- CONTROL: Game Boy
- RESPONSIVENESS: Slow

A — Use item

B — Jump

S — START: Pause

S — SELECT: Change item, turn plane

GAME CREDITS
- DEVELOPED BY: ACCOLADE
- DISTRIBUTED BY: ACTIVISION
- MADE IN: USA
- ARTWORK: ©1994 ACCOLADE

BUBSY 2

You can't keep a good bobcat down - at least not according to Accolade. for a sequel to the 1993 hit Super NES game Bubsy has just been released and this time there's a portable version. And I suppose you want us to tell you whether or not it's any good. too. Here we go!

Bubsy's original game had more than its fair quota of collectables and power-ups. Bubsy 2 on the Game Boy is no different. it features many of the original's special items and some new ones as well. Collecting a T shirt with a specific number on it will provide you with the same amount of lives. and instead of collecting balls of wool this time round. marbles are Bubsy's new hobby. Other collectables include continue points and extra items such as black holes (used to exit that level). Some other items are hidden in some rather devious locations. but in the long run are well worth the effort to obtain.

COMMENT

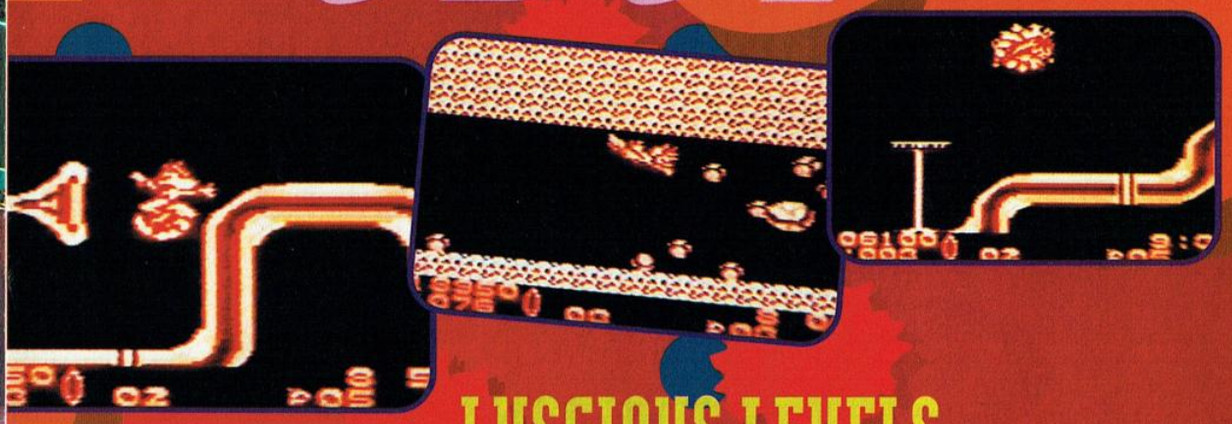
BEN

Bubsy 2 cracks its knuckles and gets down to business before you can say 'Bubsy is the fastest bobcat known to game players!' I admit that when playing Bubsy 2 on your portable Game Boy it can be a bit confusing knowing what's happening, but not so on your Super Game Boy. The problem of slow down is apparent and Bubsy's responsiveness can be slow as well. However, these minor quibbles are the only things that really bugged me. Of course, Bubsy 2 doesn't stand a chance when compared to games like Kirby's Dreamland and Wario Land, but it's not a bad effort and will appeal to fans of the original.

REVIEW

GAME BOY

BUBSY 2



LUSCIOUS LEVELS

Bubsy doesn't have to tackle the stages in a set order any more, as now he has a choice of at least three. The first level gives Bubsy a choice of one stage set in ancient Egypt, another in a music room of giant instruments and a third puts Bubsy at the helm of a WWI biplane! The levels are dozens of screens long and several high, giving a "BIG" feel to the game.

To complete each level you have to sift through masses of platform mayhem to find the big marble hidden at the exit point. To make matters more confusing, hidden warps are scattered throughout the stages waiting to send you back, forward, up or down to another part of the stage!

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■		
CHALLENGE	■			
REFLEXES	■	■		
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■		
WEEK	■			
MONTH	■			
YEAR				

GRAPHICS

▲ Good sprites and clear, distinct backgrounds.
▼ Which, unfortunately, are ruined by slow-down whenever more than a couple of moving objects are on screen.

69

SOUND

▲ Tunes of a jolly nature drone on throughout the game.
▼ Tunes of a jolly nature drone on throughout the game.

68

PLAYABILITY

▼ Bubsy is just too slow and unresponsive to make playing the game an enjoyable experience, and the slow down really makes me mad!

60

LASTABILITY

▲ There's plenty of mindless wandering around looking for goodies to keep you occupied.
▼ Bubsy 2 may not take you very long to finish.

64

OVERALL

Bubsy 2 is an average platform game with a few neat touches, but not enough to compensate for the sluggish game play. Get it if you like these sort of games, but don't expect anything revolutionary.

64

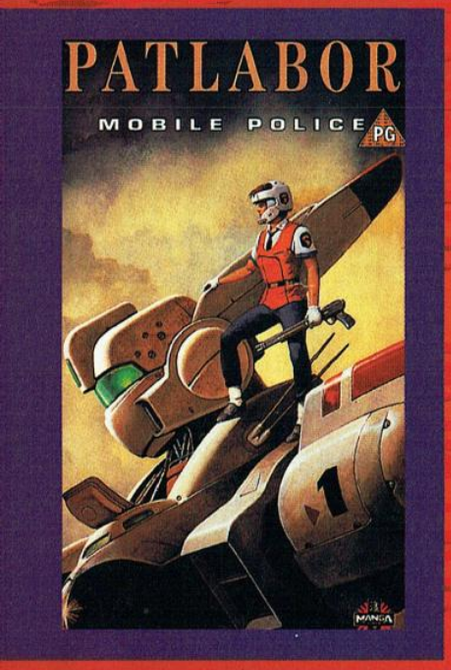
COMMENT

ANDREW

I wasn't impressed with the first Bubsy game of a few years ago and I'm even less impressed with the sequel. This Game Boy version is really the pits and is nothing more than a watered down version of the Super NES game. Bubsy is supposed to be a fast bobcat, but rarely does he get a chance to demonstrate this trait. Just as you start to get a good speed up, the platform you're running on either disappears or ends in a solid wall. Likewise, you can leap off a platform and fall to your doom because you have no indication of where you are meant to land. The factors alone could be excused and would probably add to the challenge, but what's inexcusable is the amount of slow down Bubsy is subjected to whenever there's more than a few sprites on screen. Surely programmers know how to make a game without it slowing down just as the action heats up!

MOBILE POLICE PATLABOR (THE MOVIE)
Manga Video (PG $29.95)

Like Gundam and Macross, Mobile Police Patlabor was not based on a popular manga series, but instead of initially gaining popularity as a TV show like those two earlier mecha classics, Patlabor was a success story of the OAV generation. A seven volume series was released on video in Japan in 1988 and was popular enough to pave the way for a theatrical release (the title reviewed here) in 1989, followed by a 48 episode TV series, a continuation of the events of the movie. But that's not all! A new sixteen volume(!)



OAV series that continues on from the TV series began its run in 1990, and a second theatrical release wowed Japanese fans in 1993. On top of all that there's a 21 volume manga series with a different storyline as well as a series of novelisations!

Patlabor was created by a team known as Headgear. It comprises of five people who are anime/manga stars in their own right: director Mamoru Oshii had done the second Lum movie Urusei Yatsura: Beautiful Dreamer and the art house anime Angel's Egg; mecha designer Yutaka Izubuchi had worked on Macross: Do You Remember Love? and Mobile Suit Gundam: Char's Counterattack; character designer Akemi Takada worked on Kimagure Orange Road; Masami Yuuki was responsible for the Assembler Insert manga and writer Kazunori Ito was known for his work on Creamy Mami. Boasting creative talent of such calibre it's no wonder that Patlabor had an enthusiastic fan base from the beginning!

After a brief eerie suicide prologue we're treated to a military operation in which an rampaging army robot (or Labor, as they're called in this) is neutralised. It's not an isolated event; various construction Labors around Tokyo are also going on the run, despite the fact that there's nobody at the controls! Civilian Labor crimes are handled by the Mobile Police Division and their Patrol Labors. As the investigation progresses, they discover a devilish plot to bring Tokyo and the rest of the industrialised world to their knees!

Patlabor covers a lot of issues: the construction of the man-made island comments on Tokyo's land shortage; the introduction of new technology making workers redundant as well as the overwhelming pace of technological achievement is struck home in a scene at the Ark, a gigantic Labor-manufacturing factory. The Ingrams used by the Mobile Police are a unique blend of traditional cop motifs and weaponry (flashing lights, batons and six shooter revolvers!) with advanced robotics.

Atmospherically it veers from frenetic mecha action and hilarious yelling fests in fisheye lens view to still, haunting sequences as two cops search for clues in derelict parts of Tokyo. There's also a lot of dialogue; in terms of pacing this sits between the super-charged action of Macross Plus and the slower (but totally engrossing) Wings Of Honneamise. The animation is of a high quality though not quite to the level of Akira and Honneamise, but if you missed this at the recent Manga Mania festivals around Australia you should check this out.

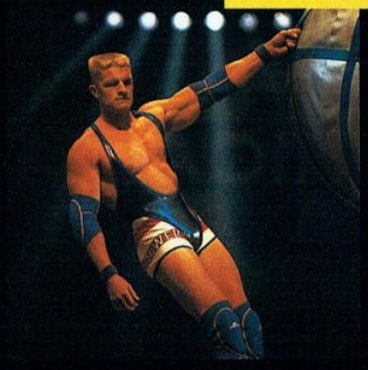
ROUJIN-Z
Manga Video (M $29.95)

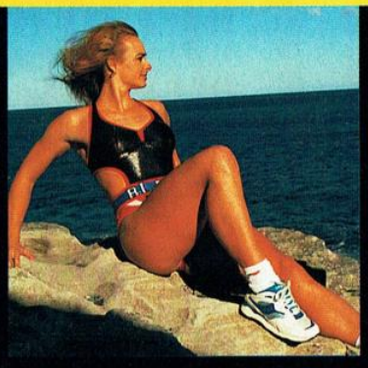
Penned and designed by Katsuhiro Otomo after he made Akira, it's inevitable that many will expect this to be just as (if not even more) visually spectacular than his previous effort. It isn't, but under the able direction of Hiroyuki Kitakubo it nevertheless remains very watchable. Ironically, despite being made for the big screen, the under-rendered backgrounds, simpler linework and colour scheme works better on the TV!

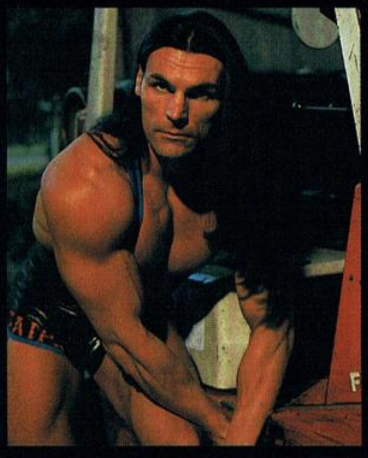
To help solve the problem of care for the elderly, an all purpose bed has been developed and senior citizen Mr Takazawa is the guinea pig used to test it. Haruko, his nurse is very much against the whole project and her reaction is justified later on as this smart bed goes haywire!

Like Patlabor, this has a social commentary theme mixed in with the mecha action. If you have a tight anime budget this isn't a must buy but it's worth hiring. The bed's man/machine interface and organic morphing ability towards the end is an extension of ideas from Akira and worth a look for Otomo fans.

EXCLUSIVE INTERVIEWS & PHOTOS!

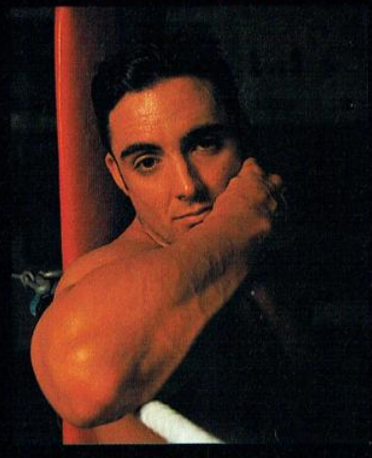




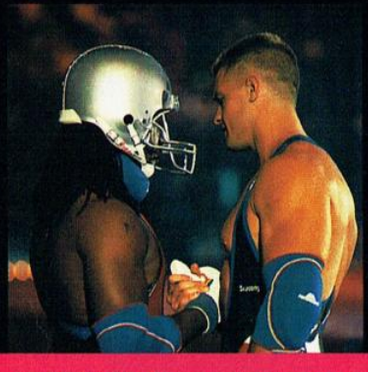


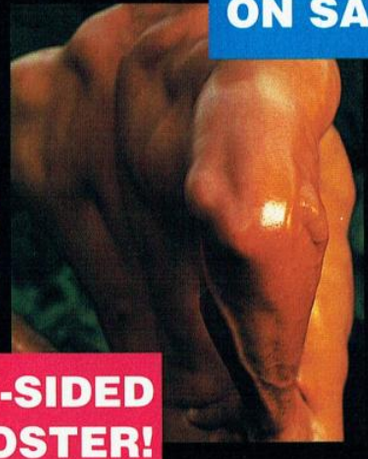
GLADIATORS

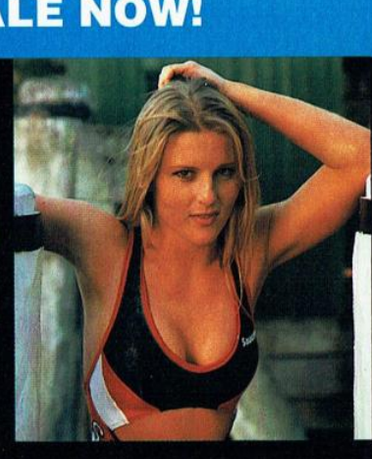
KICK BUTT!



ACTION-PACKED MAG ON SALE NOW!







GIANT DOUBLE-SIDED PULLOUT POSTER!

MAIL BAG

It's raining and the fridge is bare, two of the most disastrous things that can happen in a well-rounded person's life. This means that I'm not feeling my full self today as I write this intro to the Mailbag pages. I think that, while I regain my composure, that we'll start off with a little story from Lillana Lang. If you feel you have something to contribute to these esteemed pages then send it to Mailbag, PO Box A305, Sydney South NSW 2000.

A STORY FOR FAT BOY

The story of Kintaro's death
From Mortal Kombat II by Lilliana Lang (Yoshi's girlfriend).

Well it all started when I entered the Mortal Kombat II contest. Armed with my trusty ninja skills and my gun I made it to second top person on the warriors list. I had to fight this ugly thing in front of Shao Kahn (my best friend). I knew I would have to use some of my special moves - my ninja star throw and my invisibility trick.

Then it was me and Kintaro face to face. He spat on me and said "you're dead". I spat back and said "Bull", then the fight started. Kintaro grabbed me and threw me down, then I turned invisible got Sonya Blade out of her chains and made her do it! THE END.

Enough of this slightly perplexing frivolity, on with the Mailbag!

DEAR FAT BOY

How can you give such a wicked game like NBA Jam TE 90%!? When my dad saw that rating he almost chorked on his Corn Pops! I think 96% would be adequate. How the hell do you Shaq's fireball in Shaq Fu? I sat there for an hour and a half trying to figure the damn thing out. It's virtually impossible! Also I had a hell of a time beating Jade in MKII. How do you do it and what happens when you do? Kintaro is also very hard to beat and I have never even got more that a kick in! Have you seen what the game The Mask is like?

Yours superbly
Santa Claus
North Pole

P.S. If you don't print my letter and picture you won't get any Xmas presents.
P.S. If you don't lose 20kg you won't get any presents either.
P.P.P.S. How do you do Liu Kang's Bicycle Kick?
P.P.P.P.S. Rudolph says hello.

Well Mr Claus, I'm not quite sure what to make of your letter. If your dad was so horrified at the rating we gave NBA Jam Tournament Edition, why doesn't he write in himself!? Or is it that you don't really have a father, because you were hatched in a test tube? For that I will not answer any of your piffling questions, and may you be stuck in Shaq Fu forever.

TO FAT BOY

I have noticed (sadly) that most the answers to your letters have been that of either sarcasm or put downs. Apart from the way Derek the Drop Bear draws you and those nasty answers you give to innocent writers you are a very nice person. So let's try and slow down your criticism towards others.

Also, now and then my parents have a peek at Michael and my NMS and I feel very ashamed as they scowl at the bad language in it. Sometimes I think that they may ask or insist we stop buying your cool magazines. So please ask Rod to edit the swearing.

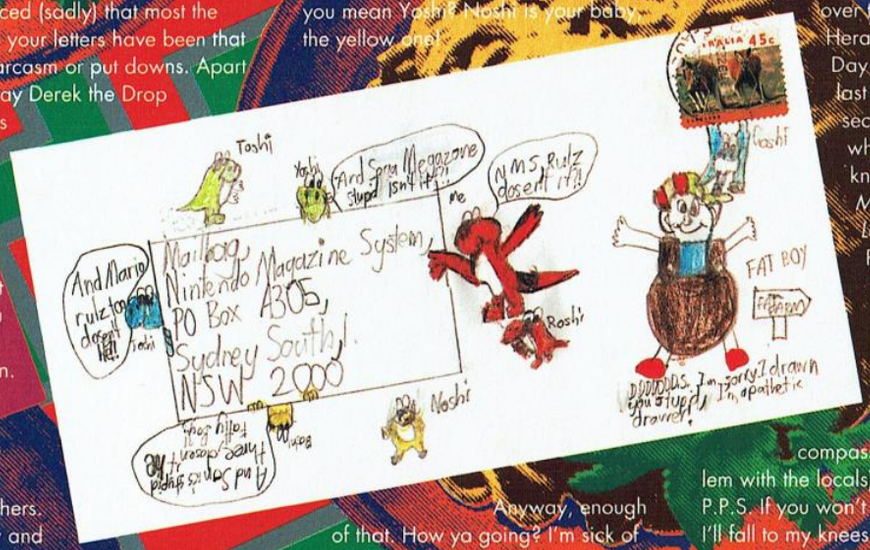
Lastly if you answer my letter nastily that's okay. If you answer my letter nicely that's okay too. I think you're are stuck if you print this. I have a feeling other writers will write in and say I am a loser and such, that's okay too. You see Fat Boy, it is very simple to be pleased by most things. Thank you.
From Skull Liker
Kaiwin Yeung.

P.S. If you don't print this I'd think that you're too scared to show the readers how nasty you are.

Quiet frankly Kaiwin, I'm not sure what I find more amusing, your rather pathetic threats, or your request for Rod to edit out the swearing! Rod editing things is a major joke - he couldn't edit his way out of a paper bag! As for liking Skull, that sad sack of silicon! Why bother?

GORP FAT BOY

Boshi has got it all wrong - he's made errors in his letter! Yoshi's the big green dino; Joshi is the big blue one; and you said Goshi was red and he's the small blue one! Roshi is the red small one. Me, Soshi, is the big red one. And kick Noshi's butt and didn't you mean Yoshi? Noshi is your baby, the yellow one!



Anyway, enough of that. How ya going? I'm sick of paying smelly gold coins to get a back issue of NMS! My story was I missed the ish because I never heard of NMS, my friend had issue two and he gave me it because he finished reading it. I missed ish three because it took me ages to find the newsagent. When I found it, it was ish four by then I ran out of gold coins. I missed number five because I lost my memory for five months and forgot to get NMS, so the next time I could get NMS was ish ten for my 25th Hatchday.

Fortunately I got every other issue. I went to a game store where they sold back issues of gaming mags (including ish four and five of NMS) and was allowed to get them for one gold coin cheaper.

Ha ha! Oh yeah, and Sonic the Hedgehog, Tails the Fox, Knuckles the Echidna, Sally the Squirrel, Parker the Pig, Speedy the Rabbit and Actone the Mouse suck the dummy.

Dorp sincerely
Soshi
1 Star Road
P.S. Gorp!
P.P.S. Zorp!
P.P.P.S. Dorp!
P.P.P.P.S.Porp!
P.P.P.P.P.S. Glorp!
P.P.P.P.P.P.S. Plorp!

Ah ... the definitive Yoshi family tree. I think.

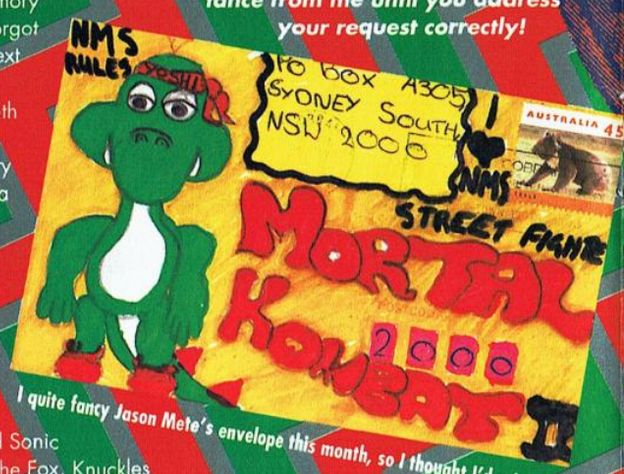
TO SERGEANT FAT BOY

Round up all ya soldiers 'cause you've got a mission. A pirate copy of Street Fighter is in my local video store and tell Donkey Kong not to wear that silly tie. After all a monkey who looks like a live cartoon walking into a video store on a busy road might look a bit suspicious wearing a tie. Meet me there at 15:00 hours and I'll explain the plan. And remember don't tell anyone or you'll find it written all over the front page of the Herald and Woman's Day magazine and the last thing we need is a secret plan that the whole of Australia knows about.

M. Bison
Lost in Thailand

P.S. I am in the jungle and the only reason I'm lost is because I had to use my map as toilet paper and I had to feed my compass to the tigers (problem with the locals).
P.P.S. If you won't print this I'll ... I'll ... I'll fall to my knees and beg...
P.P.P.S Remember the seventh wonder of the world. Today is a pathetic continuation of yesterday.
P.P.P.P.S. It's amazing what people will do to get their letter printed (bah !! look who's talking).

Sergeant?! Sergeant??!! I'm a general, and you'll get no assistance from me until you address your request correctly!



I quite fancy Jason Mete's envelope this month, so I thought I'd print it.

DEAR FAT BOY
I think some good games would be Super Mario Kart 2 where there were the same players but different tracks. What about Super Mario World 2 where they have different levels and this time Luigi gets kidnapped and Yoshi takes his place to help Mario? Well enough from me.
See ya next time
Yours faithfully
Kale Garling

Well Kate I would have to agree that Mario Kart is one of the all time cool game on the Super NES, however rumour has it that it is already in development for the Ultra 64, with game development legend, Shigeru Miyamoto at the helm, which means it should have more than just new tracks!

DEAR BROTHER FAT BOY
I agree with you that game developers should program games that have a degree of originality, perhaps game enthusiasts could write to the developers with ideas for new games for the Super NES and Ultra 64 consoles, I for one would be keen to air my ideas for suitable games, are there any plans to list past and present games with their review ratings in a future issue of NMS?
Best Regards
Palina Gratia

A sensible ladette (I think), that Palina, the sad lack of originality in game development as a whole has suddenly made cleaning up my room look like an enticing recreational pursuit. However there appears to be a glimmer of hope on the horizon. As you should have noticed as you made your way through this issue of NMS that there are, in fact, some decent games actually reviewed in this issue! I was so surprised that I have cancelled my plans to turn NMS into a fishing magazine.

DEAR FAT BOY
There have been maniacs writing into your mag, well I'm the "Maniac King" otherwise known as "Mighty Yoghurt". I don't know about you but around here I rule supreme with an Iron Fist. You might have noticed me, if you looked at what's on top of the NMS office. My underlings search the globe looking for game cheats and gossip. So anything new I hear about it first. Now for you readers, most of you are smart but the others are idiots like Ogre. You would have seen on the title page the heading "Mighty Yoghurt" has come! Oh wait I've got some cheats on my mobile. Blah, blah... Okay, print my letter or else I'll bug you for eternity, as you can see this is one of many photocopies. I'll be back!
P.S. I was actually the one that made up that line!
From
"Mighty Yoghurt"!

Oh, you sad, sad git...

TO ALMIGHTY FAT ONE
To that idiot Tom "Score-pion" Goulter, (January 95) are you some kind of a weirdo or something? I think it's great that Capcom are putting female fighters in their games! It's nice to know that some people care about women's rights in fighting! Women can do whatever men can do (except that weeing business!).
So pull your head out! Okay?! I, myself, am a female, aged 13, and I say there are too many men in SSF2. (I'm not being sexist by the way.) So what if they are not human?! At least they look like humans! I quite like Cammy and good old Chunners! Get stuffed, Tom, 'cause you are HOPELESS!!
L. Chalmers
St Albans Vic

Since my esteemed colleague Skull has been running a video game babe comp for some time now. The results you'll find over the page. As you will indeed note, some of the winners are in fact pictures of video game babe blokes. If that doesn't keep you happy, then I'm not sure what will.

OKAY, TO ALMIGHTY FAT ONE.
Thanks for one of the most greatest mags I have ever seen (I'm sucking up, aren't I?!) I have drawn a Cammy picture on the envelope, okay? Hope you like it. I have nearly all your issues, so I am a pretty loyal reader eh?
Once again, great mag!!!
See ya,
Lauren "Cammy" Chalmers
Melbourne, Victoria
P.S. Take care of the envelope, okay! It's freehand!

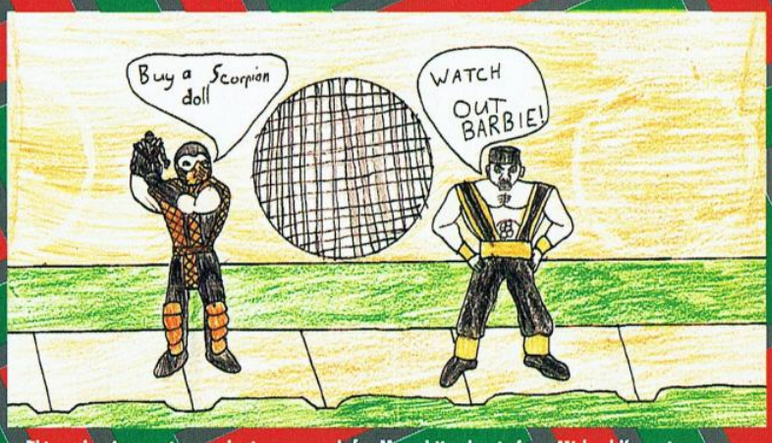
Lauren, I strongly suspect that you are the L. Chalmers of the letter prior to this one. So I suppose, after all that sucking up you've done, I should print your pic.

DEAR FAT BOY
Recently I've been thinking about all the new systems that are coming out. I've read about the Playstation, Ultra 64, Jaguar etc and they all sound good. What I'm trying to say is that there will be only one system that will stand out against the rest and that will be the Sony Playstation. Here is why: the Jaguar is not mind blowing or anything, the Saturn as we all know is crap, the 3DO will be exactly the same as the Jaguar, and finally the Ultra 64 has outstanding everything (and should be the top system) but as far as I'm concerned it won't be because it will be coming here so late (mid 96!! *[actually April 96 to be precise]*) that it'll be left behind and everyone will already have a new system. I was going to buy an Ultra 64 but I think I'll be buying the Playstation instead. Unless you can give me a very good reason why I shouldn't buy a Playstation well that's what I'm going to get.
Soon to be a PlayStation lover.
Thomas Ryan
St Helens, Tas

As we know, there's nothing Nintendo like more than keeping all their cards up their sleeves. So I strongly suspect that the gaming world will be blown away but the Ultra 64 when it is finally released in April next year. As usual, they appear to be taking a cautious approach the release of new hardware, waiting for a wide range of quality games to be completed before releasing the hardware that supports them. In short, I figure that with games like DKC2, Starwing 2 and Killer Instinct, there's plenty of life left in the old 16-bit beast yet, and waiting till April next year for a new toy is not too big an ask.

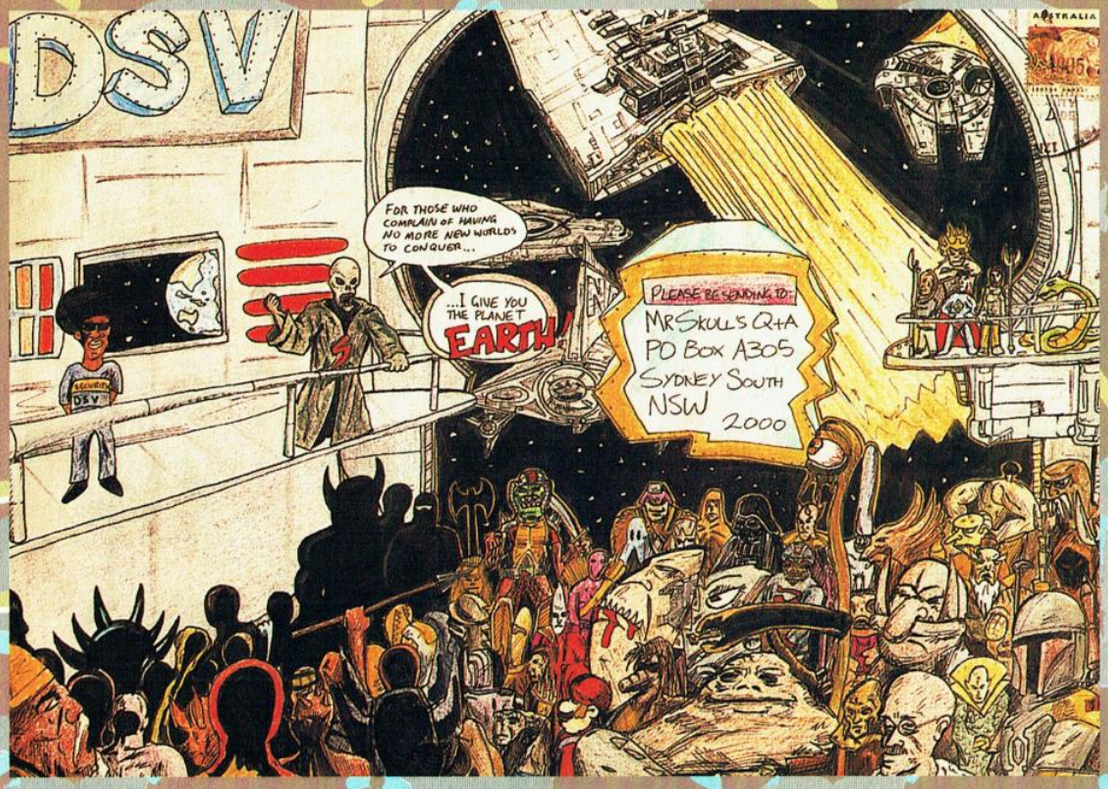
WEIRD LETTER OF THE MILLENNIUM TO FAT BOY
Put me on to the Iceman; Icemen are a dying breed. Amos can have a cow and tell him from me he's one wet fish. Anyway I was stuck in a traffic jam the other day and guess what happened? No, really guess what happened? What are you lazy or something? Go on, guess what happened? Oh so it's like that is it? I write in a letter and what do you do? Go on say what you do. Oh, for heaven's sake you're in the pits. Are you? Are you the pitstop in the World Grand Prix? My, that is an accomplishment. What is it like to have Formula 1 cars driving over you? So you're not going to answer? Well, two can play at that game (the game in question being chess, but four people can play Ludo!) I'm not going to speak for five years starting from now.... Now! The trouble is I'm writing a letter and I've now wasted five whole years sitting in silence. I'm considerably older now, and have forgotten who to send this letter to. Still, you'll never guess what. No, go on, guess. Oh, after all this time you're still not ready to hold a conversation. Well to be Grotbags in an upcoming Christmas pantomime. Bet you five bucks you won't - slacker.
Mine sincerely
The Iceman II
P.S. Iceman I - you're a legend.

For once in my life, I think I'm speechless...



This rather interesting marketing approach for Mortal Kombat is from Michael Karamitsos.

Welcome to this month's e-x-p-a-n-d-e-d Q&A with 50% more ocular enjoyment! There's a whole page devoted to deciding who is the 'ultimate babe' in video games and some of the artwork sent in for it is quite extraordinary! My, what lascivious imaginations some of you possess, and that doesn't begin to describe some of the stuff I didn't print! Send questions, letters, lewd artwork and anything else you consider necessary to Skull c/o Q&A, PO Box A305, Sydney South, NSW 2000.



Utterly excellent!! Mr Prassard, you have done well!

Q Yo Skull,
You seem like you know your stuff, so help us out, man! My husband and I recently bought the Super NES Donkey Kong Country/Mario All Stars crate for ourselves - a wedding present from us to us! (I kid you not...)
1. DKC is hard! I've got the NMS back issues with the guides in them but I need more help finding the less obvious secret levels.
2. Carrier Aces - the damned thing has no battery backup. Is the Game Saver a good option?
3. What else do you recommend in the way of flight sims using old planes?
4. What is PAL and why are we a PAL country if it's such a pain to convert the games?
5. Where on earth do cheats come from? Everyone seems to know a few exclusives except for us...
6. Do the Mario cheats apply to the All Stars cart the way they did when the four games were on separate carts?
—Cheaters (we would be if we could get some decent ones), Collingwood, Vic

A ***Skull: 1. Just keep looking. I know that sounds vague, but it's the only way you'll find them. Be on the look out for strange patches of dirt on the ground, barrels hiding on the edges of the screen and walls that have a run-up to them or barrels placed conveniently nearby.***
2. The original Game Saver only saved game positions while it was plugged into the Super NES and turned on, but Sprint Electronics, the distributors of the Game Saver, says that a Game Saver 2 is on the way and it has a battery backup which can save game positions indefinitely.
3. Pilot Wings is still the best real flight sim on the Super NES and features an interesting variety of aeronautical contraptions. There's also a game called Blazing Skies, but it's not very good. However, if you can wait until April next year when the Ultra 64 comes out, you'll be able to play an all new version of Sierra's excellent PC flight sim Red Baron.
4. Countries such as Australia and Great Britain that run on a 220 or 240 volt power supply follow the PAL television standard which runs at 60Hz. Countries such as the US and Japan which run on 110 volt power have televisions that run at the NTSC standard which is 50hz. Don't ask me why there isn't a global standard because they still haven't agreed on one!
5. Cheats are programmed into games when they are written, but often aren't released to the public until a few months after the game's release. This is done mainly to prolong players' interest in the game.
6. Yes.

DSV member #314 Darryn K. sent in this mean little offering.

This cool water colour painting of Mega Man is by Michael Robinson of Perth.

Q Dear Skull,
I have some important questions that must be answered, so if you have the time please answer these questions.
1. Is the NuReality sound enhancement system worth buying?
2. What is 'Lobo' by Ocean supposed to be?
3. Why did Nintendo choose red and black for the Virtual Boy?
4. When is the release date for Starwing 2?
5. Will 'Street Fighter II - the animated series' appear in cinemas, if so, when?
Thank you for taking the time to answer my questions. Now you can get back to killing innocent victims in a far away place.
— Graeme Metcalf

A ***Skull: Let's get one thing straight: No one is innocent!***
1. Not really. It just adds more distortion and is too expensive to make it worthwhile.
2. Lobo is a bounty hunter who appears in a DC comic and he's pretty cool. Ocean will be making the Lobo video games.
3. Red and black is the best combination for ease of viewing.
4. Nintendo said it would be out sometime around the middle of the year.
5. The anime production of Street Fighter II will be released this October by Manga Video for rental and will be available to buy a few months after that.

Q 1. What will the price of games for the Nintendo Ultra 64 be?
2. Is there really a chance of a sequel to Mario Kart or F-Zero on the NU64?
3. Will the Ultra version of Mortal Kombat 3 be as good as the arcade?
4. Referring to the screen shots of Robotech Academy in NMS #27 - can we expect similar to these throughout the game?
5. How is Doom on the NU64 coming along? Pictures would be nice...
6. Is it true that the Ultra versions of Killer Instinct and Cruis'n USA will be better than the arcade versions?
7. Any plans for any more amazing car games besides Cruis'n USA?
8. Is there a new Aliens game being developed for the NU64 as the screen shot in your NU64 special suggested?
— Mark (Hudson) T., Holland Park, Qld

A ***Skull: 1. Nintendo has said that NU64 games will be of a comparable price to Super NES games, ie. under $100. However, other distributors and retailers will be free to set their own prices.***
2. Yes, probably both.
3. The NU64 version of MK3 will be different to all other versions and is said to look better than the arcade version!
4. It's hard to say. Those pictures look like a pre-rendered sequence, but the actual graphics of the game may be slightly different. We won't know until the game has been completed.
5. Quite nicely, from what I've heard. The main difference is that when you get up close to walls and monsters they become more detailed rather than going all blocky.
6. Yes. They will be better because the developers will have had more time to learn what they can do with the NU64 hardware, and they have also had the benefit of months of feedback from people who have played the game.
7. Of course there will be!
8. I assume that you will have checked out this month's feature on the NU64 Alien game being developed by Acclaim, and that it will have answered your Alien inquiries.

Q Dear Almighty Skull,
Please bring me up to terms with the phrases that pop up on game boxes and in your reviews.
1. What the heck does "Battery-backed memory" mean?
2. What's this "Mode 7 graphics"?
3. And I've been trying to work this one out: GBSSFII.
4. And apart from all that, what's your favourite Mario game?
— Jesse Dore,
Wagga Wagga, NSW

A ***Skull: 1. Exactly what it says. You can save your position in the game so next time you play it you will start from where you left off the time before. Unfortunately they add to the cost of the game.***
2. Mode 7 is the name given to the computer routine which the Super NES uses to create special effects such as the zooming in and out of screens and the spinning of title screens.
3. I assume it stands for Game Boy Super Street Fighter II.
4. My favourite Mario game has to be Super Mario World on the Super NES because Mario can do so many cool things and the game play is constantly changing. I think it's the best platform game ever to appear on the Super NES!

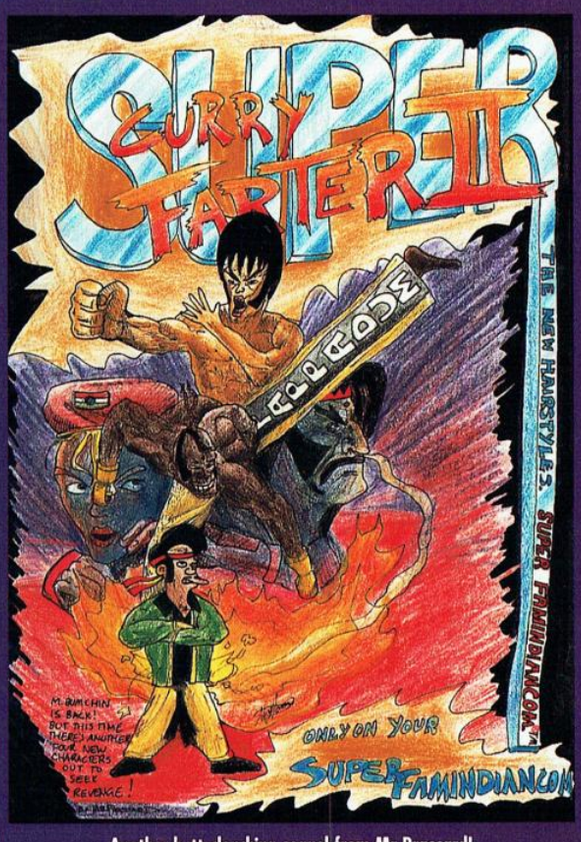
Dean Giles has captured Johnny Cage's last moments beautifully! So has Reptile!

Q Yo Lord Skull,
After extensive examination of your case, the Intergalactic Council Justice League has decreed that you are required to disband the DSV legion and present yourself to the I.C. Regent to answer charges of slavery as well as matters arising from your DSV leadership. Your visa has been revoked until these charges have been answered to the I.C.J.L's satisfaction.
— Paladin-Mistress Etarhoal-phagammepsilon, Intergalactic Council Justice League
P.S. When will the management of Nintendo consider accepting ideas for game themes from enthusiasts? Perhaps they could include their postal address in NMS to allow their customers to write in with their ideas for future games.

A ***Skull: Pah! Do you really think I give a dingo's kidney, as Douglas Adams so beautifully put it, as to whether or not I am complying with preposterous rules pertaining to where I can or can't go?!***
P.S. Nintendo's address in Australia is Private Bag 16, Mulgrave Nth, Victoria, 3170.

Q Finally you're getting some mail about women in video games. First of all, I would like to say to Dick Farran (NMS #24) that you are a complete loser. Anyone who fantasises over pictures of women who are only fictional is a fool. (*Dick didn't say he fantasised over them, he merely asked which one is the 'ultimate babe' - Skull.*)
I congratulate the Sensitive New Age Nintendo Gamer on what he/she wrote. I am not sensitive or new age, but I am a gamer (of sorts), and I also get pissed off at the way women are used in video games and letters like Dick Farran's are even worse. As if any woman would fight in the gear that Chun Li wears! I don't necessarily get offended by these sorts of things, but it does piss me off. The only two women I can think of in games who aren't half naked is Samus from the Metroid series and Helga. (You don't want to see her!)
To Tracie; if you're good at drawing, go for it, I hope you win the game. I know I won't. Maybe I could do a rap about it and send it in? (*Er, that won't be necessary. - Skull*)
To the S.N.A.N.G., my thoughts exactly! Stop Fat Boy printing all that crap. Especially from Mr Prassard, what is that ...?! It's not entertaining or funny, I just skip past it.
In case anyone is wondering, I'm a 15 year old male.
— Paul,
Sheffield, Tasmania.

A ***Skull: Noble words, indeed. However, one can't blame video games for perpetuating something that is part of the society you live in, and don't forget it cuts both ways - how many games star male characters who aren't either muscle-bound meat-heads or gun-toting maniacs? Of course, no one complains about that sort of thing, it's what boys are encouraged to aspire to, if the mass media (television, music, advertising, etc.) is anything to go by. I could write several books on this subject, but I'm sure you get the point.***
Anyway, in the interests of 'democracy' and 'reader involvement', I have decided to let you people judge the entries for the 'sexiest video game babe comp.' The offerings are on the next page, please write in with your comments and tell me which one you think should win. But first, more wacky hijinks from Mr Prassard...


SUPER GURRY FARTER II
THE MAN HAIRSTYLES
SUPER FAMINDIANON
M. QUICHIN IS BACK! BUT THIS TIME THERE'S ANOTHER FOUR NEW CHARACTERS OUT TO SEEK REVENGE!
ONLY ON YOUR SUPER FAMINDIANON
Another butt-clenching sequel from Mr Prassard!

Q Dear Mr Skull, again,
I have sent some more pictures for you to be printing. As you can see, I've sent you some more bribes as well. What did you think of the signed Darth Vader card? I got it on a trip to Tatooine, his ship shot us down by accident. Now my flying carpet has got a hole in it from the laser, which will mean I can't get anymore, except the Lando Calrissian one I have included.
Also I have given you a signed card from Mr Davidson, the Harley man, and on top of all this 25 Rupaih and one Chong. Now you have no excuse not to print my pictures.
— Mr Prassard

A ***Skull: Excellent! Your 'contributions' (bribe is such an ugly word, but I like it!) seem to be all in order, and your pictures are of the high quality I have come to expect from you, thusly they will appear on these pages. Thank you and come again!***

YOUR ATTENTION PLEASE...

Entries for the crudely named "Sexiest video game babe comp." have been flooding in and, after weeding out the multitude of sad depictions of Cammy in various states of undress, I have selected a group worthy to be deemed finalists. The rest is up to you, dear reader. Simply cast your gaze over this page and when you have decided which picture appeals most to your tastes, write in and tell me. You have until the next issue to send in your votes, at which point they will be tallied up and the winner will receive a free game. In fact everyone who sent in something on this page will be getting something in the mail! (Tracie Lyons, I need your postal address!) Now get to it! (And go easy on the drooling!)

Philip Butler sent in two stunning Mortal Kombat entries, one for Kitana and one for the ever popular Sonya!

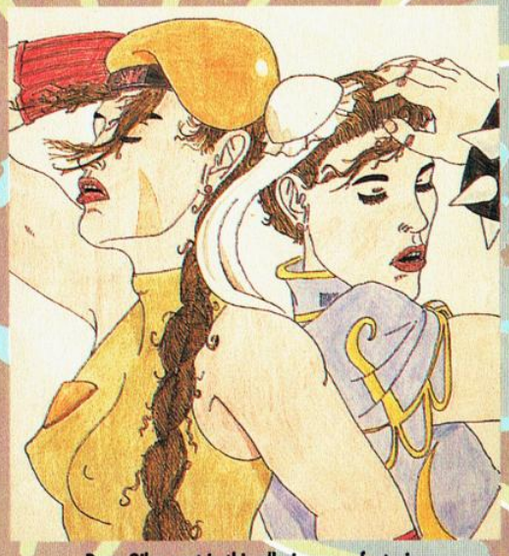
"Kitana is the best!!" Says Julie Hoffman, and I'm sure many of you will agree!

Scott McNamara reckons Super Metroid's Samus is No.1!

For me?! Aww, shucks! This beautiful drawing of Cammy was sent to me with love from Sascha Mills-Wallbridge.

The Ultimate Video Hunk! by Beckie Morton. Beckie Morton was offended by my sexist suggestion and did something about it!

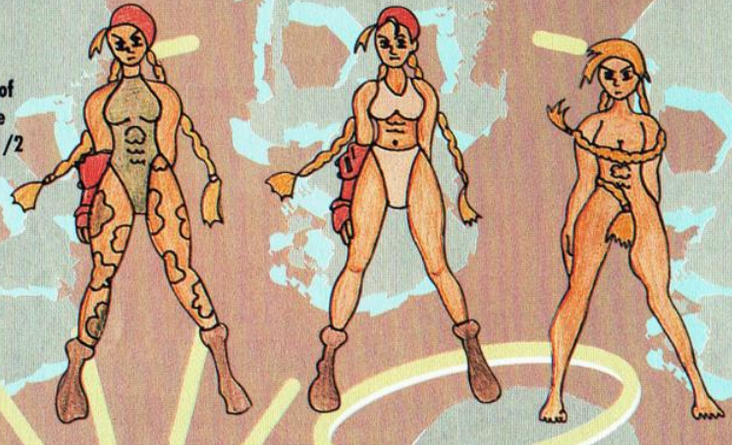
Tracie Lyons received a lot of support from readers after her letter appeared in NMS#27. Now you can vote for her pic of Cammy!



Dean Giles sent in this alluring pose featuring Cammy and Chun Li back-to-back!

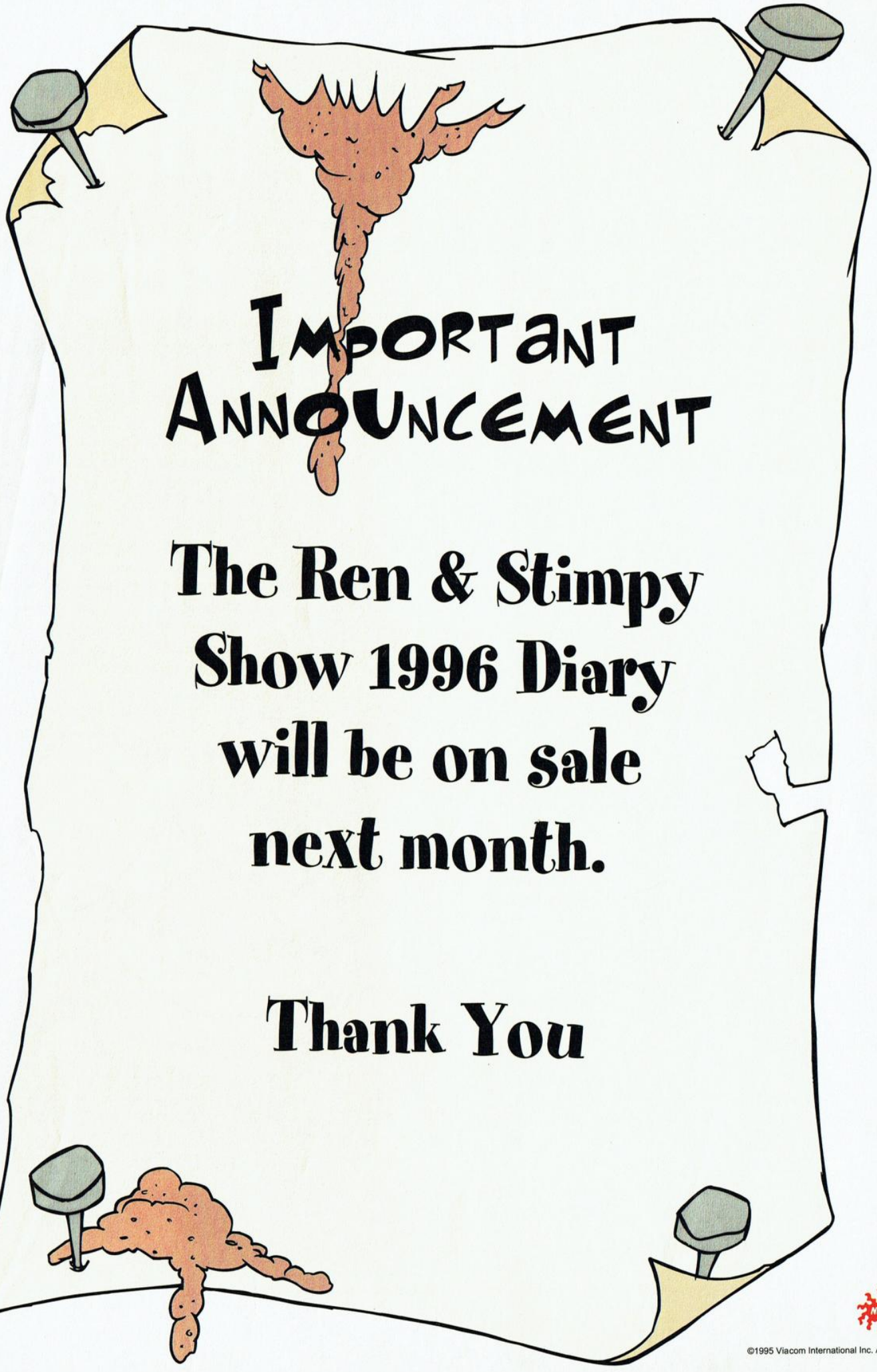
John D. sent in this pic of Morrigan from Capcom's arcade beat 'em up Dark Stalkers!

Daniel Veerman is of the opinion that the girls from Ranma 1/2 are the cutest in a video game!



Yeti sent these naughty pics of Cammy in on a folded card which revealed more as it unfolded!

Here's just one of many drawings of Cammy that Aldrich Quai Hoi has sent me. The lad certainly knows how to draw!



©1995 Viacom International Inc. All Rights Reserved.

Send your tips and tactics to *NHS, PO Box A305, Sydney South, NSW, 2000.* All tips published will win a comic from the Trielle Komix range.

tips & tactics

GAME BOY

TETRIS

CHEATS: Nicholas Fehring of Leitchville in Victoria knows of a couple of crafty cheats for those trying to make order out of chaos. Firstly, you will notice that when the game is paused the next block window ceases to function. However, you can reveal what the next block will be simply by pressing **SELECT** twice.

Nicholas' second cheat increases the difficulty level by ten, thus allowing you to go straight into the tough levels. Press **DOWN** and **START** on the title screen and you'll see

a little heart by the level number when you are playing. This means that the cheat has worked and level 9 becomes level 19, and so on.

FERRARI GP CHALLENGE

LEVEL CODES: Steven Rivers of East Burwood in Victoria offers these level codes to the later stages of this game. Why thank you, kind sir!

Level 10 - **GPFLHKRDCDSGSWL**
Level 11 - **GJFXHQKVDCSGTXV**
Level 12 - **GJFXH-SLNDCFGGVYY**
Level 13 - **GJGHHVLSDKFHGWZZ**
Level 14 - **GJGHZLSDKFKGX1P**
Level 15 - **GJGKJSLSDKFLGYJM**

WARIO LAND

TIPS: Here's a few tips for Wario Land, courtesy of Daniel Conway of Carrum Downes in Victoria.

To get to Sherbet Island, go to course 8 and make sure you have the jet hat. When you come close to the end of the level you will see an arrow of coins pointing up. Follow these and use your jets to propel Wario to an exit door.

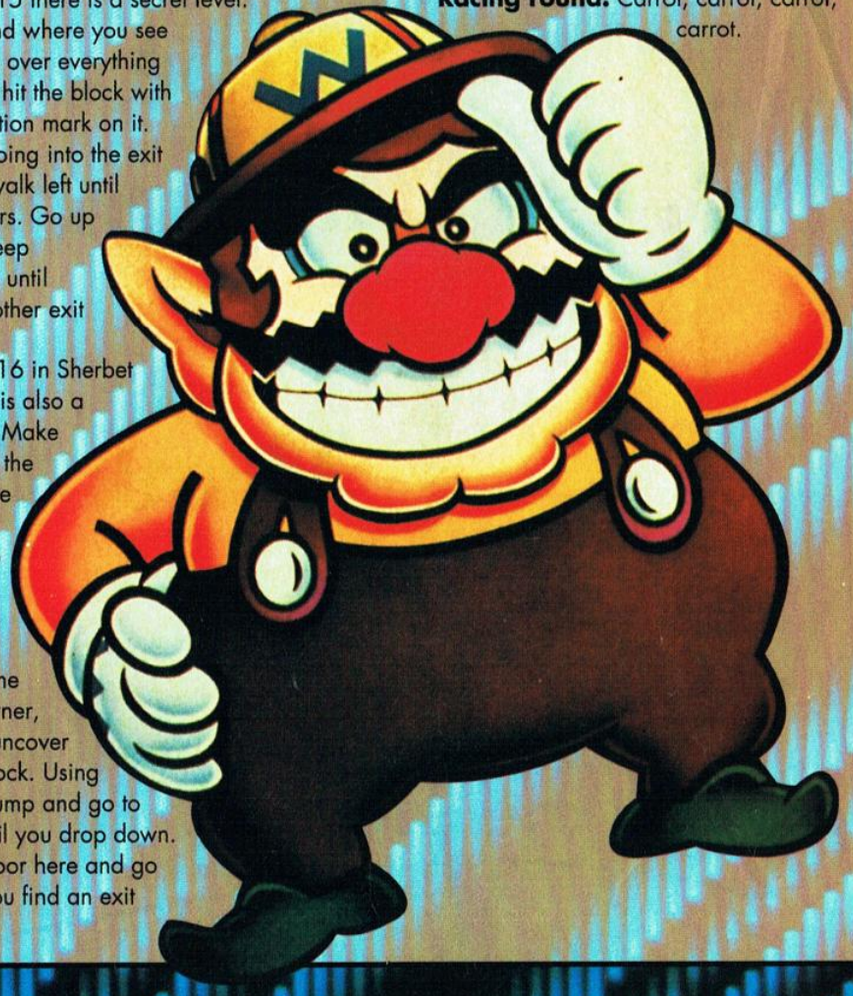
On course 15 there is a secret level. Go to the end where you see white blocks over everything and go and hit the block with the exclamation mark on it. Instead of going into the exit door now, walk left until you find stairs. Go up these and keep going along until you find another exit door.

On course 16 in Sherbet Island there is also a secret level. Make your way to the right from the start until you come to a door. Go in and jump underneath the coin in the top right corner, this should uncover a hidden block. Using this block, jump and go to the right until you drop down. Go in the door here and go right until you find an exit door.

TINY TOONS

PASSCODES: Yuqen Pillay of Quakers Hill in NSW wishes to share the level codes of this groovy little game with everyone, and we are more than happy to comply.

Stage 1: Carrot, nothing, nothing, nothing.
Stage 2: Nothing, carrot, nothing, carrot.
Stage 3: Melon, nothing, melon, nothing.
Stage 4: Pineapple, pineapple, melon, melon.
Stage 5: Melon, melon, melon, nothing.
Stage 6: Carrot, carrot, nothing, nothing.
Stage 7: Nothing, melon, melon, nothing.
Stage 8: Nothing, melon, nothing, nothing.
Hammer round: Melon, melon, melon, melon.
Racing round: Carrot, carrot, carrot, carrot.



SKATE OR DIE: TOUR DE THRASH

LEVEL CODES: Here's some gnarly codes from Matt Bates of Parramatta in NSW.
Level 1: **GNBF**
Level 2: **MTGP**
Level 3: **PVFS**
Level 4: **FVCH**
Level 5: **BXHN**
Level 6: **GFTQ**
Level 7: **JZWC**

PIPE DREAM

LEVEL CODES: More codes from Matt Bates.
Level 9: **GRIM**
Level 13: **REAP**
Level 17: **SEED**
Level 25: **TALL**
Level 29: **YALI**

NINTENDO WORLD CUP

LEVEL CODES: Even more codes from Matt Bates!
Match 2: **22433**
Match 3: **03333**
Match 4: **53033**
Match 5: **36333**
Match 6: **17233**
Match 7: **42933**
Match 8: **56133**
Match 9: **51333**
Semi final: **08633**
Final: **01633**

CASTLEVANIA 2

EXTRA LIVES: One last code from Matt Bates.
This password will let you start the game with nine lives.
Candle, candle, heart, heart.

NES

THE GUARDIAN LEGEND

PASSCODE: Bradley Anderson of Queensland tells us of a passcode which allows you to fly in corridors. It is: **TGL**

IRON SWORD

EXTRA LIVES: Nicholas Fehring has discovered that if you **type in the fourth letter of the password as N** you will get three lives on any stage.

MEGA MAN 2

PASSCODE: Apparently the code to reach Dr Wily we printed in NMS #26 was wrong - D'oh! Fortunately, Simon Clayden of Bunbry, WA noticed, and he sent us a code which he promises will work. Put dots in these squares: **A1, B2, B4, C1, C5, D1, D3, E3, E5**.

GUN SMOKE

POSTER LOCATIONS: Leonard Haigh sent in a few hints for this old game. Here they are.
Hicksville - The first poster is found on the porch of a small building which has got one barrel on it. Shoot the barrel and keep on shooting and the poster will appear.
The Boulders - The second poster is found on the left hand side of the screen in front of a barrel that has got a skull in it. Keep on shooting and the poster will be yours.
Commanchi Village - The third poster is found near a rock on the left hand side of the screen next to a skull, shoot near it and the poster will be yours. You can only get this poster the second time through.
Death Mountain - The fourth poster is found next to two barrels near a heap of rocks on the left hand side of the screen.
Cheyenne River - The fifth poster is found next to two barrels which have got skulls in them and they are right near the edge of the water on the right hand side of the screen.
Port Wingate - The sixth and final poster is found near a big bunch of gravestones. At the bottom of four that are in a neat set, keep shooting and the last poster is all yours.

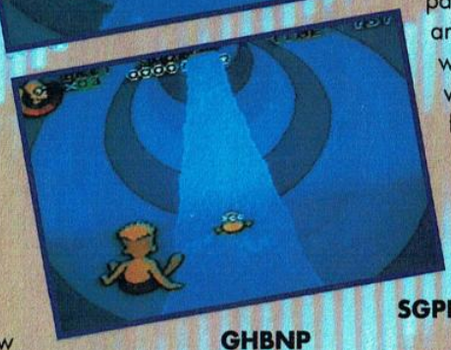
SUPER NES

SUPER RETURN OF THE JEDI

CHEATS: All of the following cheats are to be done on on the title screen and if you enter them correctly you will hear an Ewok scream. (Perhaps being squashed by an AT-ST?) They were sent in by Brendan Roberts of Auckland in New Zealand.
Title fun - press **YYYY**
Seven continues - press **ABAYAX**
See the credits - press **ABABABAB**
Unlimited thermal detonators - press **BXBXBXBBBY**
99 lives - press **XXBAY**
All characters - press **XXYYYX**
Debug menu - press **AAB-BXXYYABXYABXY**. This gives you unlimited thermal detonators and all the characters. To get to the debug menu press **L** and **R** on controller 2 while playing the game. To become invincible and walk through walls hold **ABXY** and press **SELECT** on controller 2 during any of the side-scrolling levels. To skip a level hold **B** and press **START**.

POWER DRIVE

LEVEL CODES: Adam Dehle from Tasmania hired this interesting rally game for a week and became the World Champion. Follow his winning formula and diet of crunchy passcodes and you too can become a champ in a week!
Round 7 with the Escort: **7L5HK5TCMR51837M**
Round 7 with the Celica: **HLG2FPMQ6XS10JP6**
Round 8 with the Escort: **H3SW9JNPYXNKFLD6**
Round 8 with the Celica: **8G8R-9PR4T9QTZFM**
Round 9 with the Escort: **GLSF8R0ZLL98R7-**
Round 9 with the Celica: **-189HCS05N7XXHS8**
SHORT CUTS: In round 8, event 1, the first one with big puddles, go around the first three corners and on the fourth corner there



is a gap between the trees. If you go through it you will miss out heaps of track.

There is also a similar short cut on the last hair-pin corner in the last event of round 9, if you take it you can miss the hairpin entirely.

FINAL FANTASY III

TIP: The mysterious Master Player of Ingle Farm in South Australia tells us of this interesting little cheat for one of the best ever RPGs.

In the second part of the game when the floating island threatens to fall to Earth, select **WAIT**. This may seem like a foolish thing to do, but if you wait long enough a wounded assassin by the name of Shadow will follow you when you jump to your airship.

VIRTUAL BART

Jonathan Norris not only sent in an excellent piece of envelope art, but also this crafty cheat for the latest sad excuse for a Simpson's game. At least Virtual Bart is original, if lacking somewhat in playability.

Mount Splashmore tip: In the top left of the screen is a fish that moves along a bar and tells you which way to go when the water slide splits. As you get near the end of the tubes it becomes harder to tell which way to go because the fish doesn't tell you the way until the last moment. Just before you get to the junction, pause the game and you will see the way and have a lot more time to choose the correct path.

CANNON FODDER

LEVEL CODES: Here's a bunch of codes passed on to us by an anonymous reader who forgot to tell us which levels they're for!

BCBCY
SCSDX
CDBGW
TDSHT
HGDKS
SGPLR
GHBNP
XHSPN
WKLPR
DKWPR
HLDRG
RLWRY
DNHSX
NNSTT
XPBWR
NPSXD
BRDYN
DRWYZ
WSLZX
YSRBT
NTCCS

ACTION R·E·P·L·A·Y CODES

GAME BOY

TETRIS

0199 9EFF +
1099 9FFF +
0999 99FF +
1099 9EFF - Once you have entered these codes start playing Game A level 9 and you will get a surprise. From Jake Datson Watson.

GARGOYLE'S QUEST

0206 B1C0 - Play as a scrambled square instead of as a gargoyle.

0104 0AC2 - Extra energy on stages 5 to 8. From Jake.

SUPER NES

SUPER PUNCH OUT!!

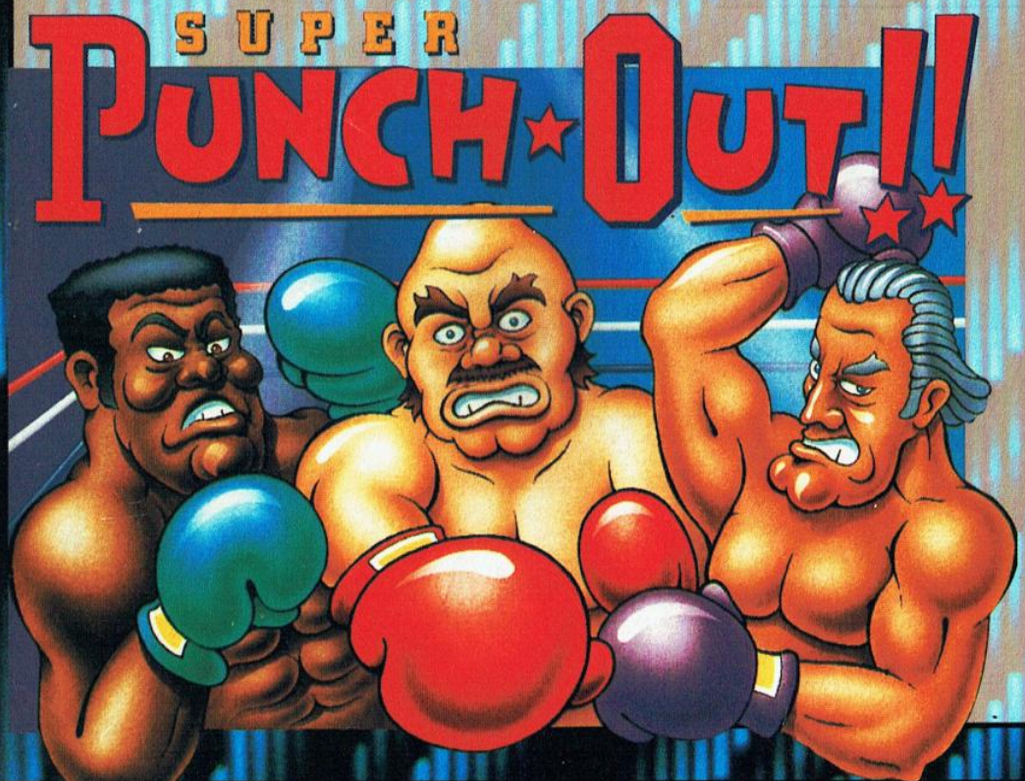
7E0B 1450 - Infinite energy.
7E0B 2800 or **2805** - Infinite time.
7E08 9C1B - Full power meter for constant K.O. punch.
7E08 9F50 +
7E08 8F50 - Use both codes and only super punches can knock you down. Thanks to Carlos Aparicio, Peter Williams and Matthew Coulter for these Super Punch Out!! codes.

POWER RANGERS

7E04 C070 - Infinite energy.
7E04 F202 - Infinite lives. From Carlos.

NAB JAM TOURNAMENT EDITION

Here's some codes from Sam Relton of Ferny Hills in Queensland.
7E07 EEXX - Player one.



7E08 EEXX - Player two.
7E09 EEXX - Player three.
7E0A EEXX - Player four.
Substitute **XX** with the following numbers for the said power-ups.
01 - Push.
02 - 3 point.
04 - Turbo.
08 - On fire.
10 - Dunks.
20 - Max power.
40 - G.T.
80 - Quick hands.

KID KLOWN IN CRAZY CHASE

7E0F 3450 - Infinite energy. From Matthew Coulter of Greenacre, NSW.

CANNON FODDER

7E15 C603 - Infinite grenades.
7E05 ABOF - Leader becomes General. From Carlos.

SUPER GHOULS 'N' GHOSTS

7E04 4A01 - Invincibility.
7E02 A408 - Infinite lives. From Peter Williams.

INTERNATIONAL SUPERSTAR SOCCER

7E17 7400 - Opposition goals don't count.
7E1A 4655 - Infinite time. From Carlos.

SHAQ FU

7E20 B264 - Unlimited energy for player one.
7E01 E940 - Unlimited energy for player two. These codes are from Hendra Tannis of Footscray, Victoria.

THE INCREDIBLE HULK

7E00 C003 - Infinite lives.
7E07 1863 - Infinite energy.
7E00 BC01 - Unlimited transformations from Dr Banner to Hulk. Codes from Matthew Coulter.

ILLUSION OF TIME

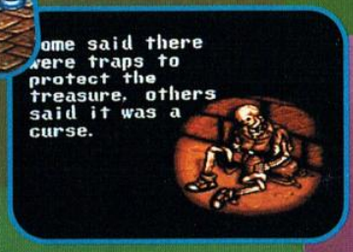
The last decent RPG released in this country was Enix's wonderful Illusion Of Time (called Illusion Of Gaia in some countries) and we thought it was about time we had a serious look at it. The instruction booklet has a basic step-by-step guide at the back of it so we thought we'd give you a hand finding some of the important items and the multitude of Red Jewels.

The Sky Garden

Once you have discovered the Sky Garden above the Nazca Plains, the Moon People will tell you of the four crystals that are hidden in the flying fortress. In order to locate the evil demon that is protecting the second Mystic Statue, you must find all four of the Crystal Balls and place them in the slots located in the central plaza of the Sky Garden. Finding the Crystal Balls is tricky, so be ready to fight some monsters!

The First Crystal Ball

From the central plaza of the Sky Garden, take the upper right exit. Defeat all of the enemies that you can reach in the area, then work your way to up and to the right to a room with eight winged statues. Walk all the way down and drop off of the edge to enter the Back Garden, then defeat all of the enemies as you work to the lower right corner. Drop through the gap in the wall to return to the Sky Garden and open the chest to receive an Herb. Jump back through the gap to the Back Garden and work your way left to the next gap in the wall. Drop down to the Sky Garden, defeat the enemy and open the chest to find the Crystal Ball.



The Second Crystal Ball

When you return to the central plaza, take the exit in the lower right corner. Defeat the four enemies, work your way to the lower left corner of the area, climb the ladder, then run down the hill. You will fly across a wide gap and land near a statue that is holding a large sword. Walk up to the statue and defeat the sword when it flies toward you. Stand next to the statue and press the L or R Button to move the statue, then enter the doorway that was hidden behind it. Enter the Dark Space, change into Freedan's Dark Frier power to destroy the enemies that are too far away to reach with your sword. Walk right and drop down through the gap to the Back Garden. Go all the way down and drop through the gap back to the Sky Garden, defeat the enemies, then open the chest to get the second Crystal Ball.

The Second Crystal Ball

When you return to the central plaza, take the exit in the lower right corner. Defeat the four enemies, work your way to the lower left corner of the area, climb the ladder, then run down the hill. You will fly across a wide gap and land near a statue that is holding a large sword. Walk up to the statue and defeat the sword when it flies toward you. Stand next to the statue and press the L or R Button to move the statue, then enter the doorway that was hidden behind it. Enter the Dark Space, change into Freedan's Dark Frier power to destroy the enemies that are too far away to reach with your sword. Walk right and drop down through the gap to the Back Garden. Go all the way down and drop through the gap back to the Sky Garden, defeat the enemies, then open the chest to get the second Crystal Ball.

The Fourth Crystal Ball

After returning to the central plaza of the Sky Garden, take the exit in the upper left corner. Defeat the first enemy, then climb up the ladder and run down the hill. As you run, press Up on the Control Pad so when you hit the next ramp, you'll fly through the air. When you land, defeat the enemies and climb the ladder in the upper left corner. Run down the hill, hit the ramp, then hold Down on the Control Pad while you're flying. This will help you stop when you land. Walk down the path to the Back Garden. In the upper left corner of this area, you will find the Dark Space where you can turn into Freedan. Use Freedan's Dark Frier power to defeat the Knight's Sword in the lower right corner of this area, then move the statue onto the switch using L or R Button. Work your way to the gap in the lower left corner, run down the hill, and hold Down on the Control Pad to take the lower path. Open the chest to get the fourth Crystal Ball.

ILLUSION OF TIME

Placing the Crystal Balls

Once you have discovered all four Crystal Balls, return to the central plaza of the Sky Garden. In the centre of the plaza, there are four light blue squares floating in the air. Equip each of the Crystal Balls and place one in the hole next to each square. The Blue Squares will slide towards the centre and crate a walkway that you can use to get to the guardian of the second Mystic Statue!

Red Jewels

As you travel through the game you'll discover Red Gems hidden in various places. The more of these Red Gems that you can find, the better the rewards you'll receive. There are 50 to find, and if you collect them all you will discover a secret area of the game. Most players never locate all of the Jewels, so we've put together a list of all the Jewel locations to help you complete your quest. The Red Jewels are not numbered in the game, but this list numbers the Jewels in the order you'll most likely find them.

Red Jewel 1

The first Jewel is in the Bell Tower in the Town of South Cape. Go up onto the roof of the school, stand on the left side of the tower, then walk to the right and press A to find the jewel.

Red Jewel 2

The second Jewel is in the basement of Lance's House in the Town of South Cape. Enter the building, walk downstairs, then search the pots in the basement to find the Red Jewel.

Red Jewel 3

The third Red Jewel is also in South Port, but it is missed by most players. Go down to the Seaside cave and walk in and out of the cave until the fisherman appears outside the cave. Look inside the pot that's sitting next to him to find the Jewel.

Red Jewel 5

After you've escaped from prison, you'll make your escape through the Underground Tunnels. When you find the orange switch that is rusted shut, climb the stairs and drop down on top of the switch. A secret door that leads to the fifth Jewel will appear.

Red Jewel 4

You can find the fourth Jewel inside Edward's Castle. From the entrance of the castle, walk all the way to the right and stand behind the pillar that's between the two doorways. A hidden servant will give you the Jewel when you press the A Button.

Red Jewel 6

The sixth Jewel is found in the Underground Tunnels after you've changed into Freedan. This Jewel is easy to find.

Red Jewel 7

Search for the seventh Jewel in the room in the Underground Tunnels where you first meet Lilly. Look in the area between the barrels and wall at the bottom of the room.

Red Jewel 8

When you reach the Itory Village, search near the woodpile by the entrance of the town. Stand as far to the left as you can, between the rocks and the woodpile, then press the A Button to find the Red Jewel.

Red Jewel 9

You will find this Red Jewel in the Incan Maze at Larai Cliff. This Jewel is inside a chest, so it isn't difficult to locate.

Red Jewel 10

While you're on the Incan Gold Ship, you'll need to be careful if you want this Jewel. After you've fallen asleep, but before you look at the Queen's Skeleton, walk out on to the deck of the ship and talk to Seth to get the Jewel.

Red Jewel 11

When you arrive in the town of Diamond Coast, exit the house and look in the pot that is immediately to the right of the door.

ILLUSION OF TIME

Red Jewel 13

In the town of Freejia, stand between the two blue houses in the right corner of the town and press down to jump over the barrier. Walk down and jump over the barrier again to land on the secret path. Follow the path up and right to find the man who will give you the jewel.

Red Jewel 12

In the Inn at Freejia, go upstairs to the second floor and search inside the room on the far right for the jewel.

Red Jewels 15,16 & 17

When you rescue the workers in the Diamond Mines they will give you three Red Jewels. You can't miss these Red Jewels.

Red Jewel 14

After you locate the missing worker, talk to the Labour Dealers at the top of the town to receive the Red Jewel.

Red Jewel 19

This Jewel is located in the lower left area of the Sky Garden. You'll find it while searching for the third Crystal Ball.

Red Jewel 18

The Red Jewel is located in the upper right area of the Sky Garden. Look for it when you are getting the first Crystal Ball.

Red Jewels 20, 21 & 22

All three of these Jewels are located inside the Seaside Castle. Search for all three treasure chests before you leave the castle.

Red Jewel 25

Exit Istar's room in Angle Village through the bottom exit, then walk left until you see a small gap in the bottom wall. Go through the gap, walk left to the next gap, then use the Psycho Slider to go through it. Continue left and enter the next gap in the lower wall. Enter the door on the far left of your screen, then use Psycho Slider to enter the small gap in the top wall. Inside the secret room you will find the Jewel.

Red Jewel 23

This Jewel is located in the Land of Mu, but you can't find it until you've found both statues, walk down from the room and open the chest that was previously submerged.

Red Jewel 24

Exit the room in Angel Village that has the Dark Space, then enter the first door on the right. Enter the next door on the right, walk up to the fountain on the left side of the room, face the fountain then press A to get the Jewel.

Red Jewel 33

Talk to the Statue inside the Shrine of Euro to make a doorway appear behind it. Enter the door and go upstairs, then search inside a barrel to find the Jewel.

Red Jewel 30

This jewel can be found at the Great Wall of China when you are searching for the fourth Mystic Statue.

Red Jewel 26

Exit Istar's room in the Angel Village, go left and enter the next door. Search inside the brown pot to find the Jewel.

Red Jewel 29

Search the upper right pot inside the Gambling house in the town of Watermia.

Red Jewel 31

From the Dark Space in the town of Euro, go downstairs and exit the building. Walk to the right, up the alley, and take the first path left until you see yourself standing between four different buildings, then press A to find the Jewel.

Red Jewel 34

After arriving in Euro City, return to Luke's House and talk to Lance to receive the Red Jewel.

Red Jewel 27

When you complete the puzzles in Istar's room you will receive this Jewel.

Red Jewel 28

When you arrive in the town of Watermia, search for a Red Jewel inside one of the pots located in the city.

Red Jewel 32

Bring apples from the market in Euro to the woman who requests them to get this Red Jewel.

NINTENDO HELP SYSTEM

ILLUSION OF TIME

Red Jewel 35

Search for the chest near the second Dark Space on Mt. Kress. Inside the chest you'll find the Jewel.

Red Jewel 36

You'll find this Jewel in the Native Village. Enter the building on the right side of the Village and search inside the lower left pit.

Red Jewel 37

Enter the first building in Ankor Wat and take the stairs in the upper right corner. Run down the slope to the right and up the next hill. Open the chest to get the Red Jewel.

Red Jewel 38

Exit the Dark Space in Ankor Wat where you received the Earth-Quaker power, then return to entrance of the second building. Walk left, climb the stairs, then drop off the edge while using the Earth-Quaker to freeze all of the enemies. Defeat the enemy on the left then work your way up to the exit. Open the chest in the next room to get the chest.

Red Jewel 36

You'll find this Jewel in the Native Village. Enter the building on the right side of the Village and search inside the lower left pit.

Red Jewel 39

Once you find the Dark Space in the Main Hall of Ankor Wat, fall off the ledge and walk counter-clockwise around the path, then go up the stairs. Walk left past two pits, then using the Psycho Slider to go through the small pit to your right to find the chest that holds the Red Jewel.

Red Jewel 40

Instead of falling into the pit that took you to Red Jewel 39, walk down and right to the stairs to Main Floor 3F, walk left to the small opening and use the Psycho Slider to go through it. Work your way up and right, take the stairs to Main Floor 4F, then follow the path to the chest.

Red Jewel 41

After getting the Gorgon Flower, return to the Native Village and revive the statue in the right-hand building. Talk to it to get the Jewel.

Red Jewel 42

On the right side of the Town of Dao, there are two men talking near two camels. Stand on the left side of them, so you are almost touching the man on the left, then walk straight up, past the camel, to the brick wall. Face up and press A to find the Jewel.

Red Jewel 43 & 44

To get these two Red Jewels you must play the Snake-Pop game in the upper right house in the town of Dao. Hit the snake 51 times to receive both of them.

Red Jewel 46

Exit the second Dark Space in the Pyramid as Shadow, then enter the second door on the right. Walk right and down the stairs. Go left to a small stairway going straight up, then stand a couple of steps to the right from the base of the stairs. Use Aura to sink through the floor, go up to the top of the stairs, then sink through the floor again. When you stop sinking, open the chest to get the Jewel.

Red Jewel 45

This is found inside the Pyramid. From the entrance, walk right until you reach the stairs on the far right side. At the top of the stairs, use Shadow's Aura ability to sink through the floor. When you appear in a new room, stand in the upper left corner, face up, and press A to find the Jewel.

Red Jewel 48

Exit the second Dark Space in the Pyramid as Will, then enter the first door on the left. Go to the right until you reach a small ramp. Open the treasure chest to find the Jewel.

Red Jewel 47

Exit the second Dark Pyramid as Will and enter the first door on the right. Work your way left and enter the door. Avoid the enemies and take the door on the far left side of the room. Repeat this in the next five rooms, then go to the right until you find a wall of spikes. Use the Spin Dash to travel through the wall, enter the first door, then open the chest to get the Jewel.

Red Jewel 49

Exit the second Dark Space in the Pyramid as Shadow, then enter the second door to the left. Go left down the first set of stairs, then use Aura to sink into the floor before the second set of stairs. In the next room, enter the door on the far right, then enter the door on the far left. Walk to the right and take the stairs going down. Continue left down the second stairway, then walk right all the way to the wall. Use the Auru to sink through the floor then open the chest to get the Jewel.

Red Jewel 50

From the entrance to the Tower of Babel, go up through the first door, then walk to the right until you see a blue box between two statues of Freedan. Walk up to the blue box and press A to get the final Red Jewel.

AH, $*%©#

NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES**: Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES)

NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES**: The Jetsons (NES): Parodius (SNES), Super Mario World (SNES).

NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES**: The Lost Vikings (SNES), Shadowrun (SNES).

NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES**: Zombies, Zelda II: The Adventure Of Link (NES).

NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES**: Super Bomber Man (SNES), Super Mario Bros 1, 2 &3 (NES), Jurassic Park (SNES).

NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES**: Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES**: Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Shigeru Miyamoto interview.

NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES**: Super Metroid (SNES), Zelda - Link's Awakening (GB).

NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Behind The Scenes Of The Street Fighter Movie.

What do you mean you don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!???

How could ever call yourself a true believer???!!!

What you need are BACK ISSUES!!!!!!!

NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES**: Mortal Kombat II (SNES), Super Metroid (SNES).

NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE**: Stunt Race FX (SNES). **PLUS**: Rare Software interview.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE**: Stunt Race FX (SNES).

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr Mario, Super Probotector. GB: NBA Jam, Nigel Mansell's **GUIDES**: Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA**: Amos Wong Dartboard, Behind The Scenes Of NMS.

NMS 25 REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise Of The Robots, Shaq Fu, Wolverine Adamantium Rage, Outlander; GB: Stargate; **GUIDE**: Super Punch Out; **PLUS**: Interview with Nintendo Australia's Marketing Director.

NMS 27 REVIEWS SNES: Front Mission, Brutal - Paws of Fury, Itchy & Scratchy, NBA Live '95, True Lies; GB: Desert Strike, True Lies, Mega Man. **GUIDES**: NBA Jam Tournament Edition (SNES), Killer Instinct (U64). **PLUS**: Ultra 64 Special.

NMS 26 REVIEWS SNES: Kirby's Dream Course, Warlock, Full Throttle All-American Racing, Newman-Haas Indycar Featuring Nigel Mansell, Super Pinball, Mystic Quest Legend; GB: Seaquest DSV; **GUIDE**: Killer Instinct; **PLUS**: Virtual Boy Special, Street Fighter Anime Preview.

NMS 28 REVIEWS SNES: Super International Cricket, Chrono Trigger, Robocop Vs Terminator, Star Trek - Starfleet Academy, Stargate; NES: Lion King; GB: Mario's Picross, Kirby's Dream Land, FIFA International Soccer. **GUIDES**: Unirally (SNES).

Each of these glorious back issues will cost you a mere $6.00 (AUS $7.50 for New Zealand) including postage and handling.

All you have to do is send us a cheque or a money order (do not send cash 'cause it gets nicked) made out to Trielle Corporation to NMS Back Issues, PO Box A305, Sydney South NSW 2000 with a note letting us know which brilliant issues you're after and we'll send them straight out to you! Then you can relax and contemplate your complete and perfect life!

Yeah, yeah, yeah I'm filling it out. When you get it please rush me ..... copy/copies of what I've ticked. Okay?! DO IT NOW! Oh, do I get a FREE set of steak knives with it or what?

☐ NMS 3	☐ NMS 6	☐ NMS 7	☐ NMS 8
☐ NMS 9	☐ NMS 10	☐ NMS 11	☐ NMS 12
☐ NMS 13	☐ NMS 14	☐ NMS 15	☐ NMS 17
☐ NMS 18	☐ NMS 19	☐ NMS 20	☐ NMS 21
☐ NMS 22	☐ NMS 23	☐ NMS 24	☐ NMS 25
☐ NMS 26	☐ NMS 27	☐ NMS 28	

NAME: _____

ADDRESS: _____

STATE: _____ POSTCODE: _____

DAYTIME PHONE NO: _____

Then send this form to NMS Back Issues, PO Box A305, Sydney South NSW 2000. If you don't want to cut up your priceless copy of NMS then a photocopy's fine by us!

SYND

SUPER NES PLAYER'S GUIDE

GENERAL TIPS

If you don't have a clue what you're doing, use the practice mode to become familiar with changing agents and weapons, after all that's what it's for!

Getting around: Always keep moving, as agents who stand around on street corners showing off their new weapons to each other will surely attract attention from police droids and enemy agents, and this is bad news. If you have a persuaded person following you who you have to escort to a pick-up point make sure they don't get lost in buildings or around corners and sent an agent or two ahead to clean out a safe path.

IPA levels: Always pump up your agents' IPA levels with a quick tap on the L and R buttons before engaging in combat, but be careful with agents who have version 3 brains, as sometimes they get trigger happy and may give away the element of surprise. When an objective has been completed and you are on your way to another one in the same city it is a good idea to lower your agents' IPA intake so they don't burn themselves out before getting into another fight.

Persuading: Many missions require you to persuade victims rather than killing them outright, and brainwashing the enemy is a good way to fill your cryo-chambers with well equiped agents. You only need one persuadetron per team but the agent who is carrying it must have it selected for it to work. The higher the version of brain your agents have, the easier it is to persuade citizens and enemy agents. When you have only version 1 brains, you have to persuade at least four citizens before any enemy agents can be brainwashed. Don't forget that it is possible to persuade people who are on the other side of a wall, but if you want them to follow you make sure they don't get stuck inside a building when you move on.

Weapons: Cycle through your weapons regularly and discard any empty ones if there are full or partially full ones lying around that have been dropped by dead enemy agents. Mini-guns are the best general purpose weapons to have and once you've got the funds you should equip all agents with at least four, but keep the odd Gauss gun or

ICATE

laser on hand for those times when too much fun is never enough! Time bombs are handy for taking out large groups of civilians or enemy agents and will kill people inside buildings if you leave them next to doors and walls. Make sure your agents are carrying the right gun for the job - firing off Gauss guns inside buildings isn't a wise career move.

Research: Never enter a mission without researching something! Brains and legs are the most important modes to research and you should research automatic weapons to get the wonderful mini-gun. Set funding to be completed in three to five days and take your time during the mission so that you'll have something new when you come back to base.

WESTERN EUROPE

Quickly head towards the bottom left of your starting position and you will find one of the enemy agents under one of the roofs. The

other agent is somewhere in the general vicinity, track him down and persuade both of them, but remember to persuade a few citizens first.

SCANDINAVIA

To get the first agent you must get onto the roof on the left-hand side of the area. To get up there, find the two guards hanging around a small passageway and go through the entrance. The remaining three are mooching around the rest of the level, but one of them sometimes pops up in a small room in the top-left. To enter the small room, return to the first passageway and head along the wall under cover. The last guy is in a small passage to the bottom-right, but be on your guard for the police ambush at the entrance.

CENTRAL EUROPE

With some careful thought and planning you can hopefully pick up new agents with full version 1 modifications in this city. From the outset throw your agents into a group and then max out their IPA levels. Get into the car, drive it up to the gateway, and ditch it for the moment. If you run to the right you will come across some enemy agents, but at all costs try not to waste them. Instead, go to the L-shaped building, activate the persuadertron, and fry the target person with its hypnotic rays. Head out of the top door making sure the mind slave is following you and make for the start of the level. At this point you want to close the gates by moving the car, thereby leaving the guy to [illegible] in the compound to the top-left of the level. This can

be done by wasting all of the civilians, or by persuading them. Once completed, if you have a version 1 brain fitted, go and persuade the enemy agents.

EASTERN EUROPE

No need to get too trigger happy on this level. From the beginning, head to the bottom-right of the level along the road until you

come across an L-shaped block. Skip down to the bottom-most corner and to the victim for the persuasion. Once he is persuaded head for the exit, but watch out for police hiding behind a wall.

URALS

Dash up the road to the left and knock off the two guards so you can steal the car. Take out the guards along the roadside with a drive-

by, but once you reach the gates ditch the wheels once again. The person you need to persuade is either in the general vicinity or in the room to the bottom-left of the compound. Waste the guards as instructed, then go on

the search for some goodies. Take the object from the small square building in the top-left, and find the flame thrower in the large building at the extreme top-left. After picking these up, rev up the motor and take a spin to the far bottom-left. Watch out you don't run over the persuaded person!

KAZAKHSTAN

Grab a mini-gun and sprint into the open letting off a few rounds. The enemy agents will now find it harder to hide. The person to be

persuaded is in the bottom-left area, and the target for assassination can be found hiding in the large compound with the pond in the bottom-right.

MONGOLIA

Go to the top-right and shoot the target. Be careful to shoot the right guy, as there is also someone who must be persuaded. Return to the start for the evacuation.

SIBERIA

Head towards the crowded town square where you will find the first of the two people who are up for persuasion. The second person is near the building at the extreme bottom-right, but watch your approach as several well armed enemy agents are waiting to waste you and your brain-washed follower. The exit is over to the far left near several small buildings.

KAMCHATKA

Find the car to the left and drive it up the road to the gates at the top of the level.

Leave the car parked in them, and be ready to fight it out with the enemy forces that will be closing in by now. Continue walking along the road until you reach the part concealed behind the top tower of the main building, here you will find another car. Leave the car parked in the main gates, jump out, and grab the weapons from the small rectangular building in the centre of the compound. Watch out for the guards coming from under the passageway to the right. The exit is over to the top-left, but before making a move, seek out the Gauss gun in the small rectangular building.

CHINA

Run diagonally to the bottom-right to find the victim of the assassination, but don't use the car. He will either be in the right half of the

two adjoining buildings or hanging around the area. Once he is disposed of, pick up the object from the other room. Now head for the exit near the start.

FAR EAST

You will find the first person to be assassinated at the top of the level. The two to be persuaded are located in the large blue town

square and in the top-left somewhere. Now take the weapon from the small square building outside the bottom-most wall. The exit is in the top right-hand corner.

IRAN

It's best to start this mission with an agent in the green slot as you have to persuade two people close to where the green agent starts. Avoid shooting them or allowing the police to do the same. The exit is in the top-right where you will encounter an enemy agent going berserk with a mini-gun.

INDIA

Your primary objective is to eliminate all enemy agents. Find the building with the skylight in the centre of the level for the weapon.

To evacuate, head up the left-hand side of the level before going over to the top-right.

PACIFIC RIM

Find the open area in the right of the level and shoot all of the enemy agents in this space so they can't hide.

INDONESIA

Don't head straight for the persuasion victim, instead, progress through the level in a U-shape heading south and along the bottom, then up the right-hand side. If you don't do

this, the enemy agents will mow down the people you need to persuade. Three of the four needing persuasion are milling around in the centre, and the final convert is under a square construction in the same area. The exit is in the top-left.

IRAQ

Persuade the person in the building near the top-left and then head to the evacuation point inside the big bunker-type construction. Take care not to let the persuaded person get shot.

LIBYA

Your task in this mission is simply to destroy all of the enforcers. Once accomplished, head to the exit in the bottom-right.

SUDAN

Find the second nearest building to where you start and kill the target. Go outside and slightly up and to the right for the next target. Now search for the phone booths for the third extermination, then head onwards to the rectangular building for the persuasion. The exit is past the top of the phone booths.

ZAIRE

After walking down the road from the start, shoot the guy in the building with the yard. Often the next target is at the bottom-left of the level, and the final target is using the car. Take particular care not to destroy the car when finishing off the target as you'll need it to return to the evacuation point.

KENYA

The difficulty in this level lies in the problem of not being able to get too close to the person you need to persuade to prevent him being killed. Keep as much distance as possible while knocking off the enemy agents and

droids. The exit is located just below the top-right.

MOZAMBIQUE

Get your hunting gear on as you're going to have to start tracking wandering targets. Once all four have been persuaded, guide them through the gate to the bottom-right, along the bottom and over a small bridge to the exit.

NIGERIA

Stock up on guns 'n' stuff in readiness for a mission on the run. The enemy agents are

well armed and well 'ard, so keep your head (and bodies!) together and sprint to the exit in the bottom-right. No rest for the wicked, eh?

ALGERIA

From the outset run left and wipe out the guards at the end of the pier. Now run up

and right to catch the motorist as he makes his escape. After this head right to split up your team. Take one agent down and into the fenced-off area containing the bunker-style building and kill the target. Take another agent and track down the enemy in the L-shaped building in the top-right of the level. The exit is just above the last execution.

ARABIA

After you have shot all of the civilians, grab the suitcases from the top-right and left-hand buildings to complete the mission.

MAURITANIA

Search somewhere along the left side for the person to persuade and then make your way out of the level via the bottom-right.

SOUTH AFRICA

Head straight up and around the left-hand side of the long thin building immediately above the starting point. The first person who needs to be shot will be in the clearing above this building, and the next will be near the water to the right. Now proceed to eliminate all enemy agents and exit at the top-right.

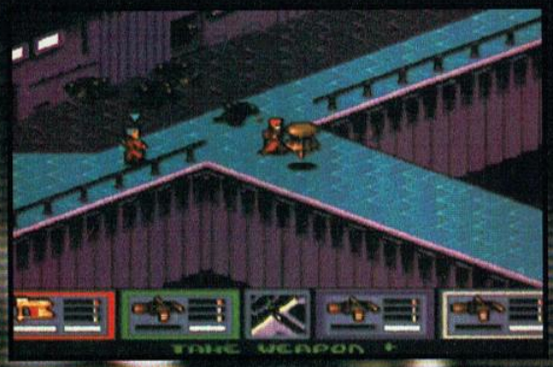
WESTERN AUSTRALIA

As ordered, destroy all of the Enforcers by following the radar display. Although the level contains some enemy agents, they shouldn't prove to be too much trouble if your team is well armed. Once all of the droids have been decommissioned, head to the exit in the extreme bottom-right.

NORTHERN TERRITORIES

Quite possibly one of the toughest levels in the game, you might want to leave this one until last when you have amassed a sufficiently powerful team. The enemy agents are armed with lasers, so the best option is to group up, pump them full of adrenaline, and go into psycho mode. As soon as you start, run out of the building and to the right with all guns blazing and you should take out most of the enemy. Now make your way to the bottom-left to collect the weapon needed

to complete the mission. Return to near the building you started from, and head for the clearing where enemy agents will be lying in wait. Whatever you do, don't enter the thin



corridor. Instead, take one agent through the cleared corridor and grab the weapon from the small square underground room. You'll have to go to the top-left for the third weapon, and then to the bottom-right for the fourth at the end of the pier. To evacuate, take the agents through the long tunnel that starts at the top and goes all the way down the right-hand side.

NEW SOUTH WALES

Head straight for the bottom-right to persuade the victim. Now assassinate the guy

who is near where you began the mission and evacuate near the telephone boxes over on the left-hand side.

ALASKA

Locate the square building in the bottom-left. Inside you'll find the person who needs persuasion. The evacuation point is over to the right, but you'll have to make your way round on the left-hand side of the narrow building in the centre.

NORTH-WEST TERRITORIES

A nimble mission, and one that shouldn't tax you too much. Simply take the Gauss gun from the building in the top-left and assassinate the man in the same area. Return inside the building to complete the mission.

YUKON

A great opportunity to nab some new agents with the persuadertron. If you're not in need of fresh legs, kill all of the enemy agents and head for the evacuation point at the top of the level between the buildings.

NORTH-EAST TERRITORIES

One of the more difficult levels, caution is advised. Three people must be terminated to successfully complete the mission, the first being near a small bunker in the bottom-right. The next, a droid, is where you start the mission. Hit number three is at the location of the first killing, so it's a good idea to clear the area of enemies the first time round. Once you've finished off all of the agents, a return journey to the small bunker is necessary to exit the level.

GREENLAND

Not very green at all, in fact more of a snowy colour. At the start of Greenland, choose one agent to run up the middle of the level to destroy all of the guards. Once complete, the victims of your assassination orders are in the bottom-left and right areas. Leave via the top-left.

NEWFOUNDLAND

At the start of the level, your red agent is on its own. You must rendezvous with the other

team members in the top-left. Travelling through the covered areas can be frustrating with no set route, and when the others are found you will have to make your way round the level in a clockwise direction to reach the target in the bottom-left. To depart, retrace your steps to the right of the centre where you will see a large "H" next to an air filter.

CALIFORNIA

No time for Californian dreaming when there's business to be done. Take out the character hiding in the building to the bottom-left. Now kill two agents, and evacuate in the top-left.

ROCKIES

Take out the enemies hanging around the bunkers inside the fenced-off area to the right of the starting point. Now destroy the two cars in the parking lot, and wander over to the left-hand side for the airlift.

MID-WEST

From the start, go up and to the left to find the man in the building. Kill him and move to the top-right for the departure.

NEW ENGLAND

The difficulty stakes have been significantly increased from this point onwards, so keep

on your toes and don't let the enemy agents get the upper hand. Grab the suitcase from the building in the bottom-left, and then make your way to the exit in the middle of the level.

COLORADO

Find the L-shaped building in the top-left for the first of your victims. Then look for the construction with a small lake in the middle for

the second character. The third and final guy is in the building to the bottom-right. Evacuate via the bottom-left.

SOUTHERN STATES

First you must kill the well armed agents hiding out in their bunker to the bottom-left. Next up for the chop is a group of innocent civil-

ians to the right, but remember, no one is innocent! The evacuation point is near four parked cars in the top-left.

MEXICO

Once again it's a case of brutally exterminating the civilian population, but beware the well armed enemy agents. Don't hang about though, as there's a time limit. Return to the start to complete the mission.

COLOMBIA

Find the large bunker in the top-right and pick up the weapon before confronting the Enforcers armed with

mini-guns. Watch out for them hiding out in the same building as you. Exit from the bottom middle of the level.

VENEZUELA

Take one or two agents and head across the narrow walkway in the top-right to assassinate the guy on the island. With the remainder of your team, persuade the character near the start and evacuate via the small building to the bottom-left. Watch out for an ambush near the end.

PERU

Locate the weapon in the multi-storey building to the left of the top right and assassinate the two men near the cross-shaped building at the bottom of the level. The next weapon you require is in the left-hand building. The final weapon is to be found in the thin building to the bottom-left. Now seek out the victim for the persuasion in the top-left, but be warned, you have to go the long way round to avoid all of the rivers. Double back on yourself to find the exit.

BRAZIL

Quick, clean, efficient genocide is the task required of you in this mission. Simply exterminate the entire civilian population and make a sharp exit to the bottom-right. That'll learn 'em!

PARAGUAY

Kill the guard inside the thin building down in the bottom-left, and follow this by persuading the two men before exiting from the bottom-right.

ARGENTINA

Take a hike up the road to the person hiding in the large building who is in need of some persuasion. Then look about for the police droid near to where you started. With both in tow, head north to the top-right for the finish.

URUGUAY

Head left from the start and assassinate the man inside the building. Next, head up the road to the right and take out the three tar-

gets, all of whom should be hanging around the general vicinity. Take out the guards and droids, following this with the persuasion of the man in the bottom-right. Evacuate at the point where you see the big holes in the ground.

ATLANTIC ACCELERATOR

Nearly all of this final level is underground, so concentrate on using the radar to get around. From the start go through the door, up and around in a clockwise direction through the passage. Head for the bottom, turn left and up through the central opening for the first target. Once disposed of, backtrack for a droid who suffers the same fate. Target three is an agent located in the bottom-left through a tunnel. The final guy is in the left enclosure near to the final weapon. You can now exit to the bottom-right and celebrate your global domination!

NOT THE NEXT ISSUE!!!

The Japanese are fond of their video games and enjoy nothing better than coming up with new ideas and scenarios around which they can base adventures, however, we think they may have gone just a little bit too far this time...

This advertisement appeared in a number of Japanese games magazines earlier this year and promoting an odd new game from TokumaShoten Intermedia Inc. The title says it all really, and you can thank your lucky stars that this is one game that won't be released outside of the Land of the Rising Sun!

The September issue of NMS (a guaranteed Love Quest-free zone) will be on sale Wednesday, August 23.

Surprise! Surprise!

Call now for your Free* pocket size telephone directory.

The Surprise Phonecalls from the Famous telephone directory.

It's compact, light to carry, easy to read and packed with TV stars, sports personalities, and cartoon characters all waiting to deliver recorded telephone greetings to Grannies in Granville, Families in Fairfield, Mates in Matlock, or in fact Anyone in Aussie.
Call now to hear samples of this new fun way to send greetings to family and friends. Then leave your name and address and almost before you can say...

"**TV AND RADIO PERSONALITIES:** BERT NEWTON·RED SYMONS·SAM NEWMAN·LAURA VAZQUEZ·GORDON BRAY·ALEX DIMITRIADES·SCOTT McRAE·DAN FALZON·DENISE DRYSDALE·WILBUR WILDE·TED WHITTEN·PAUL VAUTIN·GAVIN WOOD·PETER STUBBS·SCOTT MAJOR·VINCE SORRENTI·DICKIE KNEE·LOU RICHARDS·RONNIE BURNS·PETER STERLING·DIETER BRUMMER·DANIEL AMALM·EMMA ROACHE·GEORGE SMILOVICI· **MUSIC ARTISTS:** KULCHA·BJORN AGAIN·ANGRY ANDERSON· **STARS FROM BEYOND:** ELVIS "THE KING"·HUMPHREY BOGART·"DUKE" WAYNE·LIBERACE·MAURICE CHEVALIER·VINCENT PRICE· **LOONEY TUNES:** BUGS BUNNY·PORKY PIG·FOGHORN LEGHORN· MARVIN THE MARTIAN·DAFFY DUCK·SYLVESTER·PEPE LE PEW·SPEEDY GONZALES·ELMER FUDD·TWEETY·YOSEMITE SAM· **AFL - AUSSIE RULES:** ADELAIDE·CARLTON·COLLINGWOOD·ESSENDON·FOOTSCRAY·HAWTHORN·NORTH MELBOURNE·ST. KILDA · **RUGBY UNION: IRONMEN: IRONWOMEN: CRICKET: NETBALL: SOCCER: SWIMMING: RUGBY LEAGUE:** AUCKLAND WARRIORS·BRISBANE BRONCOS·CANBERRA RAIDERS·CRONULLA SHARKS·GOLD COAST SEAGULLS·ILLAWARRA STEELERS·MANLY EAGLES·NEWCASTLE KNIGHTS·NORTH QUEENSLAND COWBOYS·NORTH SYDNEY BEARS·PARRAMATTA EELS·PENRITH PANTHERS·SOUTH QUEENSLAND CRUSHERS·SOUTH SYDNEY RABBITOS·ST. GEORGE DRAGONS·SYDNEY BULLDOGS·SYDNEY CITY ROOSTERS·SYDNEY TIGERS·WESTERN REDS·WESTS MAGPIES"

...your very own Surprise Phonecall from the Famous directory will put you in touch with the stars.

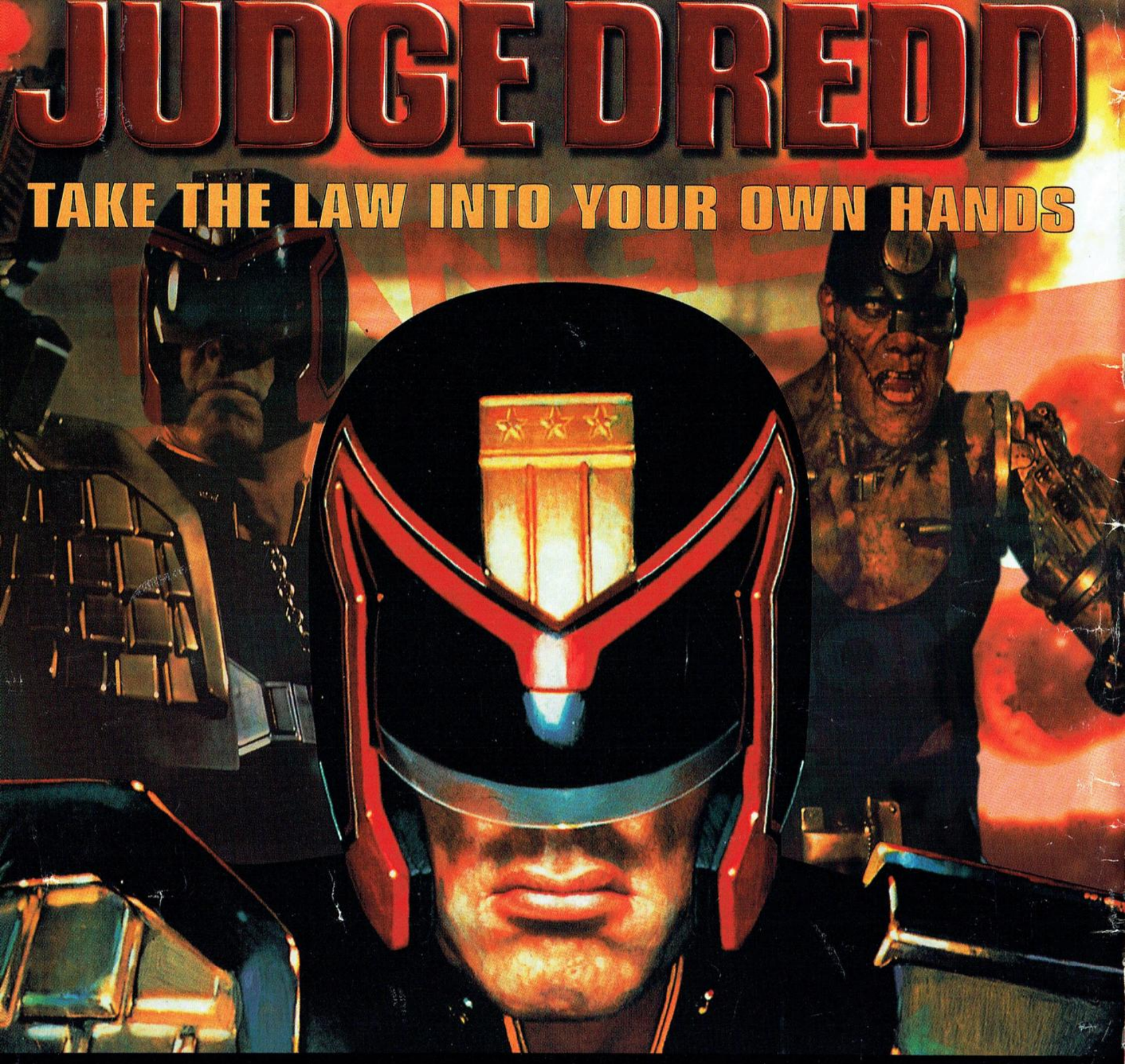
SURPRISE
Phonecalls from the famous

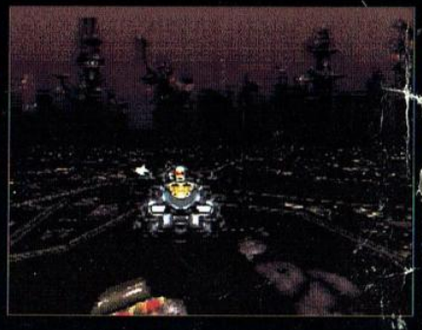
1902 241 600

If under 18 get parents OK to call. Interactive Tele-Media Call costs 95c per minute A higher call cost applies from Mobile phones and public phones *You only pay for the cost of the call

JUDGE DREDD

TAKE THE LAW INTO YOUR OWN HANDS





JUDGE... JURY... EXECUTIONER! HE IS THE LAW!

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

G8+ Low level animated violence

For technical assistance call 1902 240 527*
* 50 cents per minute

Acclaim

JUDGE DREDD © 1995 Cinergi Pictures Entertainment Inc. and Cinergi Productions N.V. Inc. All Rights Reserved. © 1995 Egmont Foundation. All Rights Reserved. JUDGE DREDD™, and all names, characters and elements thereof are trademarks of Egmont Foundation. Licensed by Copyright Promotions International Limited and Surge Comic Properties, Inc. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. All rights reserved. Acclaim is a registered trademark of Acclaim Entertainment Inc. © 1995 Acclaim Entertainment Inc. All Rights Reserved. Screen shots shown are taken from the Super NES® version of the video game.